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HQP-BPlayer Broadcast Player Software User Manual

R1.41

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1. Introduction

Before starting to use HQP-BPlayer, we strongly recommend users to read HQP-BPlayer QuickStart Manual for fully understanding the hardware minimum requirement and software operating limitation.
HQP-BPlayer is a multi-functional and wieldy software with highly integration. Users can edit Daily-playlist of video content in sequence, and add Ads into live program with Decklink card. BPlayer can also broadcast program seamlessly, and display logo, title, crawl on the screen.

HQP system is specially made for TV broadcasting, and it is not suggested to be executed with other application program to maintain high quality playout. Windows 7 provides several automatic system functions with power saver, screensaver, auto update, virus scan and backup schedule and defragmentation, but these functions should be disabled.

This manual is written for introducing HQP software operation, and users can pause on buttons for one second to read operation hint in practical uses. The online help button can help users to be adept at HQP.

Users can receive more information in HQP-1000 installation guide if it is necessary.

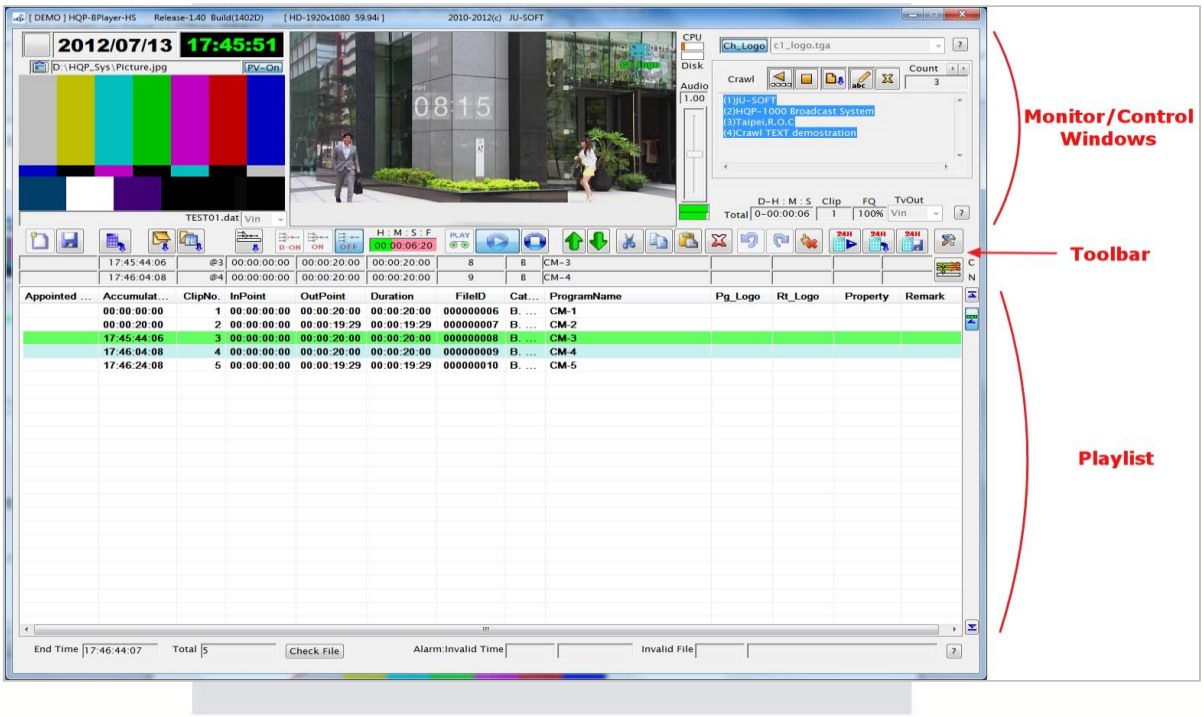
HQP-BPlayer Lite Edition is broadcast software based on HQP-BPlayer, and also have been tested strictly. Although some functions are disabled, most of functions mentioned in the manual are included in Lite Edition. If you want to enable all functions of HQP-BPlayer, please contact your retailer to purchase the full version. In generally, VLib are not included, and the functions of Live, video router control, crawl, program and rating logo are disabled in Bplayer Lite Edition. LE user should check the functions that are disabled first before getting start to use.

Notice (!): Due to differences among LE and full version, the operating graphs might not be exactly the same.

2. Main Window

The HQP-1000 high definition TV playing system not only plays high definition TV programs but also supports programs at standard definition.

2.1 Main Window area



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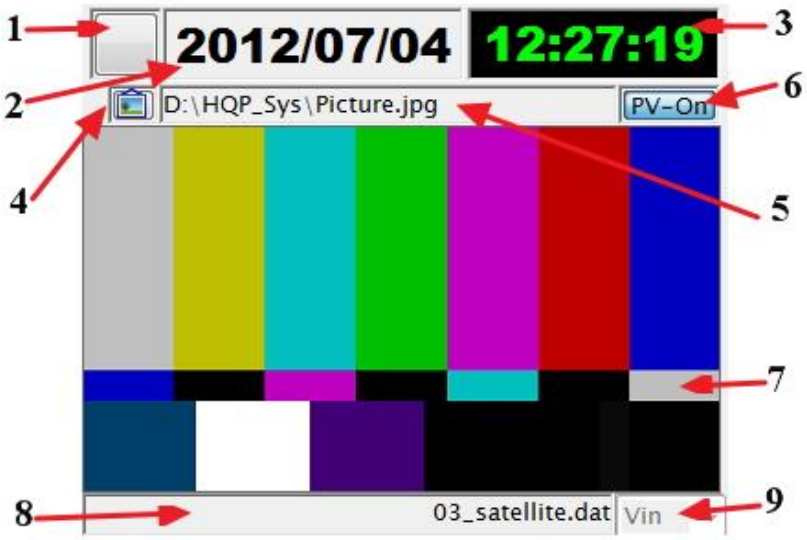
2.2 Image selecting and monitoring

HQP-BPlayer will output the image if there is no video being played, as the figure below:



〔1〕. Click to display Backup dialog. Click [Setup] > [Backup] > Check [Enable Backup System] to enable this button

〔2〕. Current date

〔3〕. Current time

〔4〕. Click to select a still image file

〔5〕. The file path of the still image

〔6〕. Turn on/off live preview. Reduce the bandwidth Remote Desktop Connection requires to enhance the processing efficiency.

〔7〕. Live input preview (full version only). If no live input, a still image will be displayed here

〔8〕. File name of Playlist

〔9〕. Click to select Live input from the drop down list (Please check online help in [Setup] > [V-Hub] for detailed description) to enable this menu, Video hub Router must be connected to this computer (full version only)

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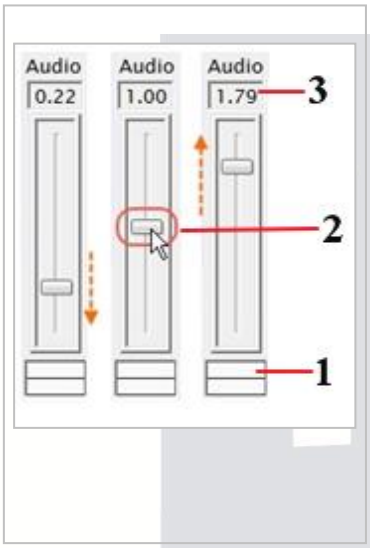
2.2.1 Monitor and adjust volume

1. Volume Interface

The adjustment of volume control panel which is on the main window can apply to all video in the playlist. The detail setting as below:



〔1〕. Display volume: Beside the dual-channel Audio as the figure, it can also be set to 4 or 6-channel Audio for multi-language programs.

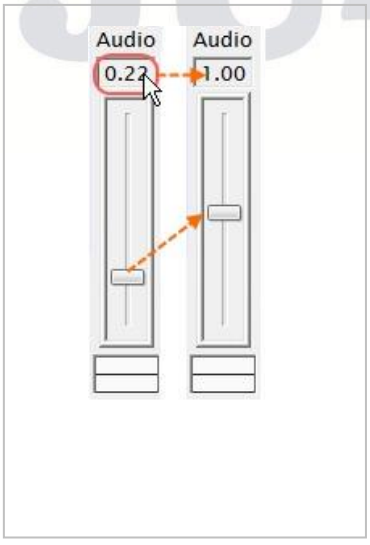
〔2〕. Volume control: drag the toggle up or down to adjust volume.

〔3〕. Volume adjustment

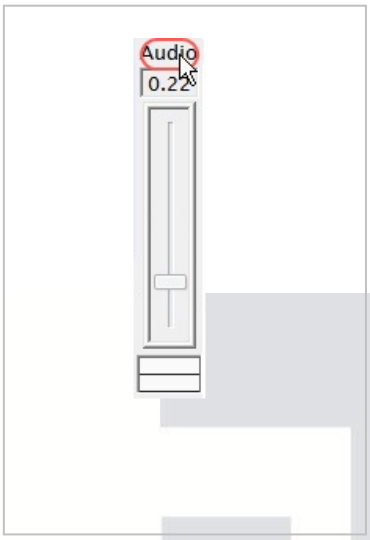
"1.00" Default

"0.00~0.99" Lower volume, 0.00 means mute.

"1.01~4.08" Higher volume



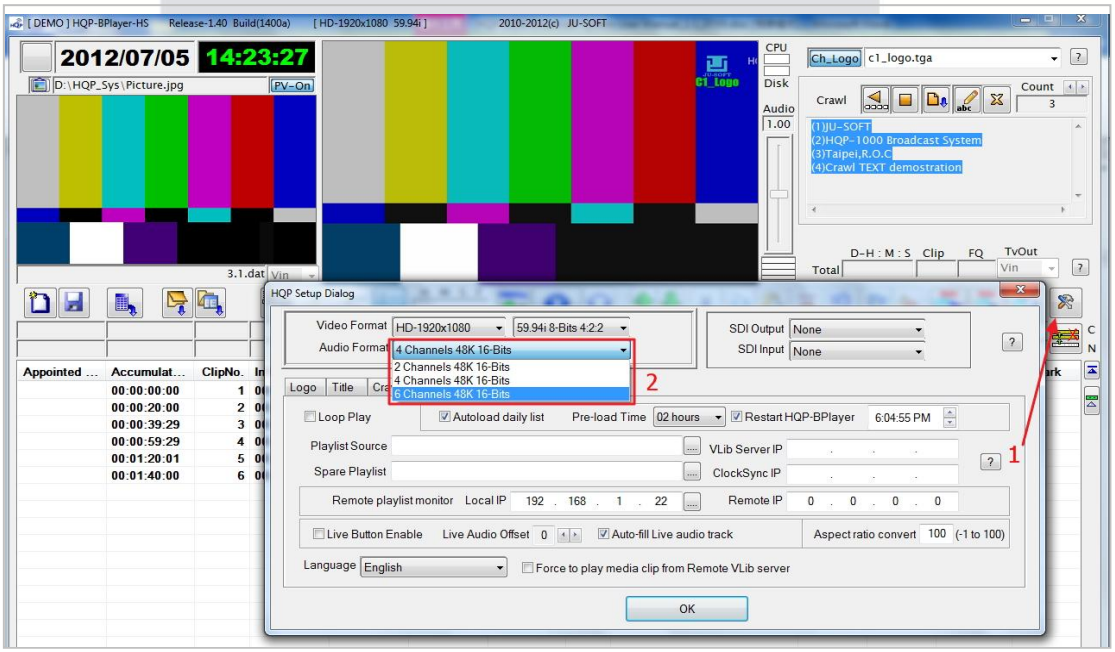
〔4〕. Return to default: If you would like to return to default settings after adjusting the volume, double click the left button on the number area as seen in the image.



〔5〕. Disable volume control: Double click the left button on the number area as seen in the image, so nothing happens if you move it accidentally. Double click again to enable it.

2. Audio channel setting

Audio channel can change by different formats, as the figure below:

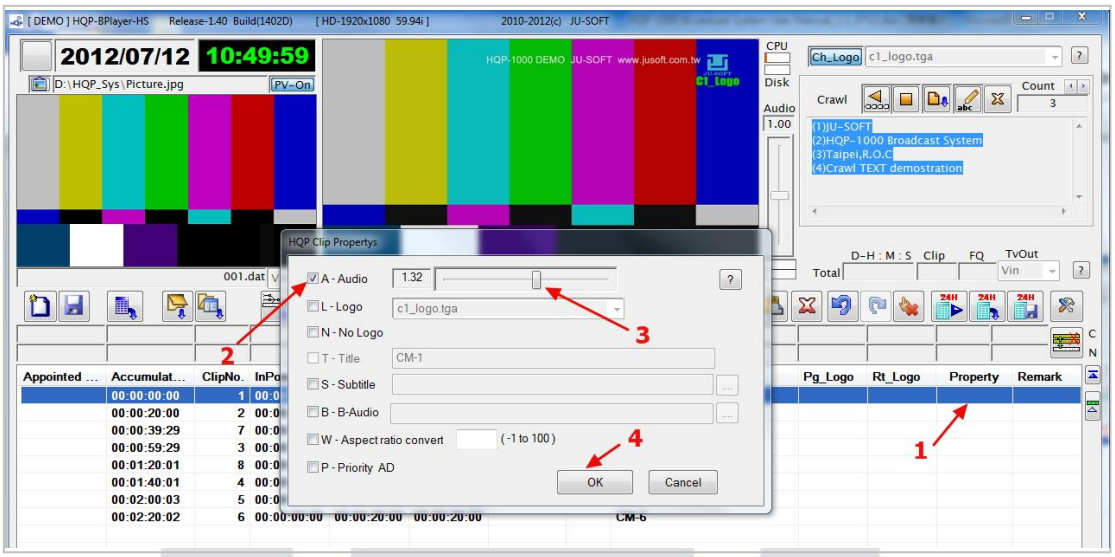


〔1〕. Click “setup” to open HQP Setup Dialog.

〔2〕. Select the suitable audio channel as demand on “Audio Format”.

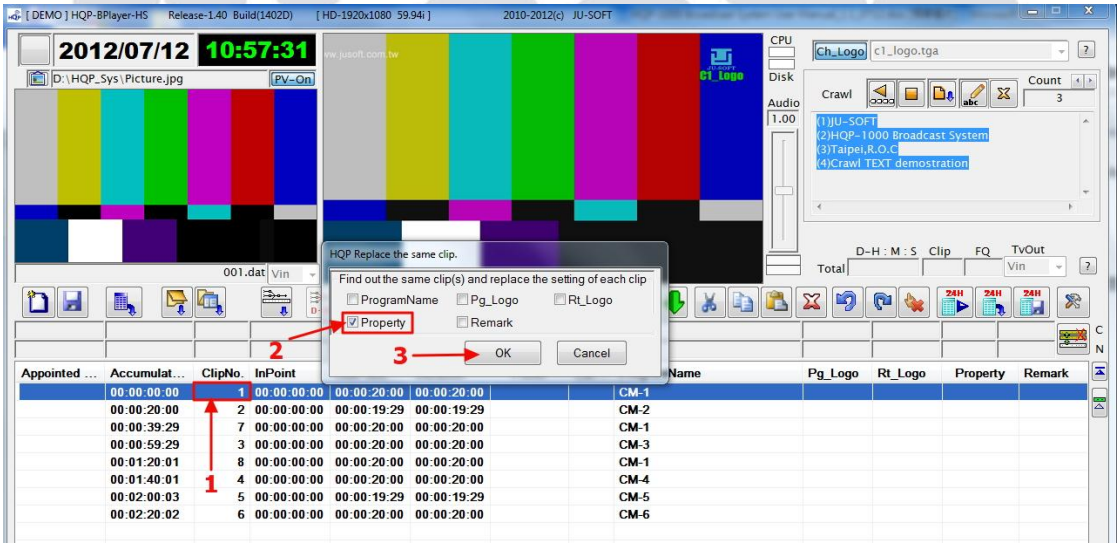
3. Volume adjustment for single program

Please follow the operation below to adjust volume for single program.



〔1〕. Double click on the “property” column of the program.
〔2〕. Tick off “A-Audio” before making adjustment.
〔3〕. Drag the toggle along scrubber bar to increase or decrease volume.
〔4〕. Click “OK” to save changes.
〔5〕. The program will display “A” after changing volume.

4. Apply setup to same video clips in the playlist



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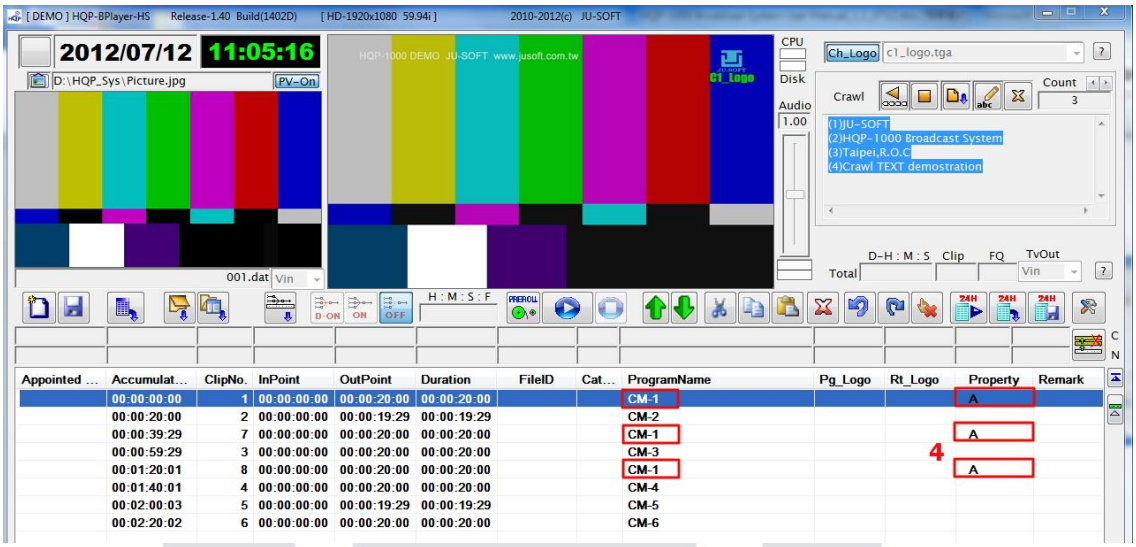
〔1〕. Double click on the “ClipNo.” column of the program. We select CM-1 for example.

〔2〕. Tick off “Property” to replace the same clip.

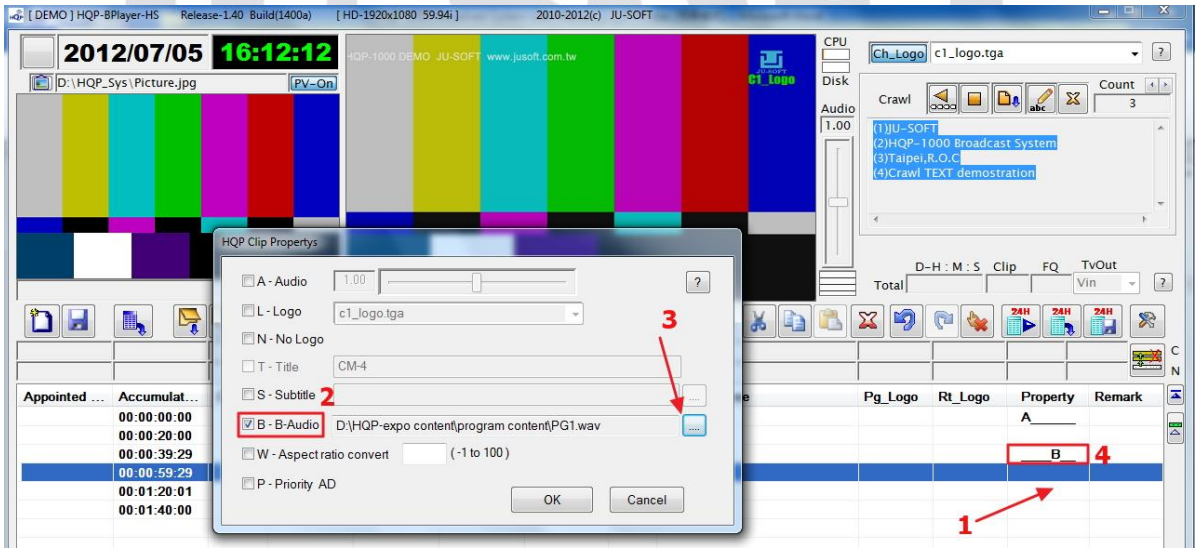
〔3〕. Click “OK” to save changes.



〔4〕. The change has been applied to same clips.

5. Add the second language audio to video

HQP-BPlayer allows users to add a second language audio file to broadcast bilingual program with 4-channel sound output, but we need to change audio format to 4-channel in setup first.



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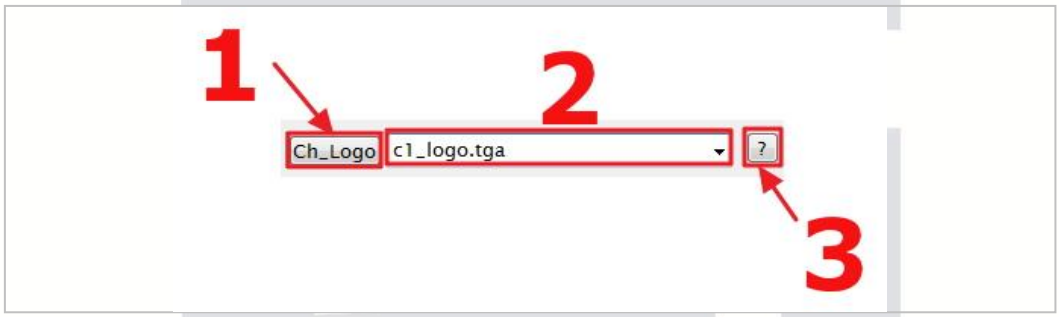
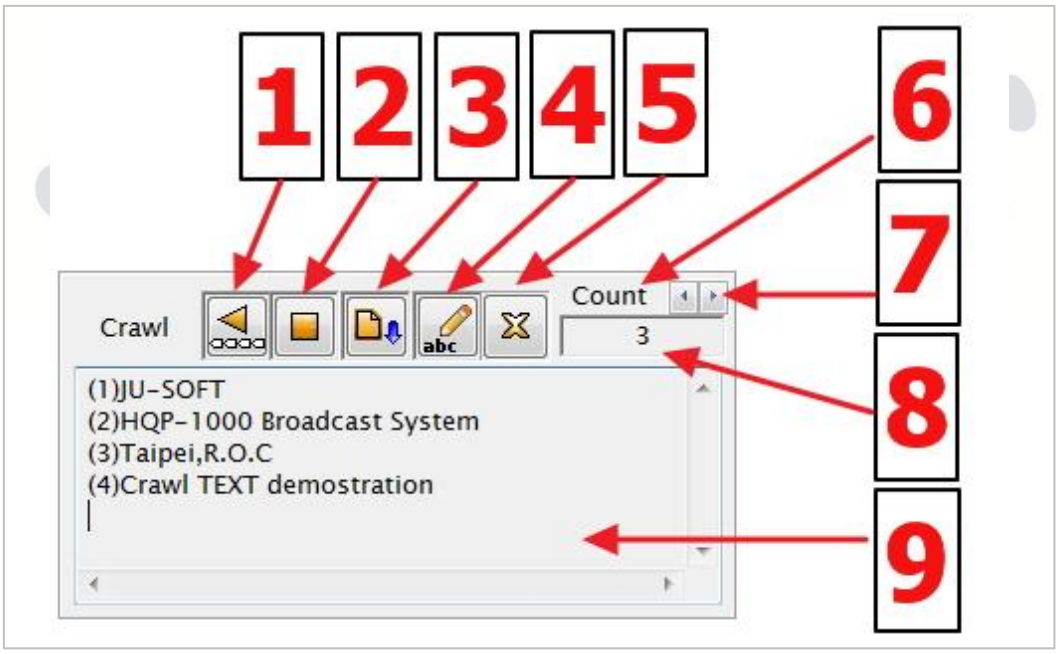
〔1〕. Double click on the “property” column of the program.
〔2〕. Tick off “B-Audio”.
〔3〕. Click the path button to select the audio file we want to add in to video.
〔4〕. The program will display “B” on the property column after adding a second language file.

2.2.2 Channel logo control



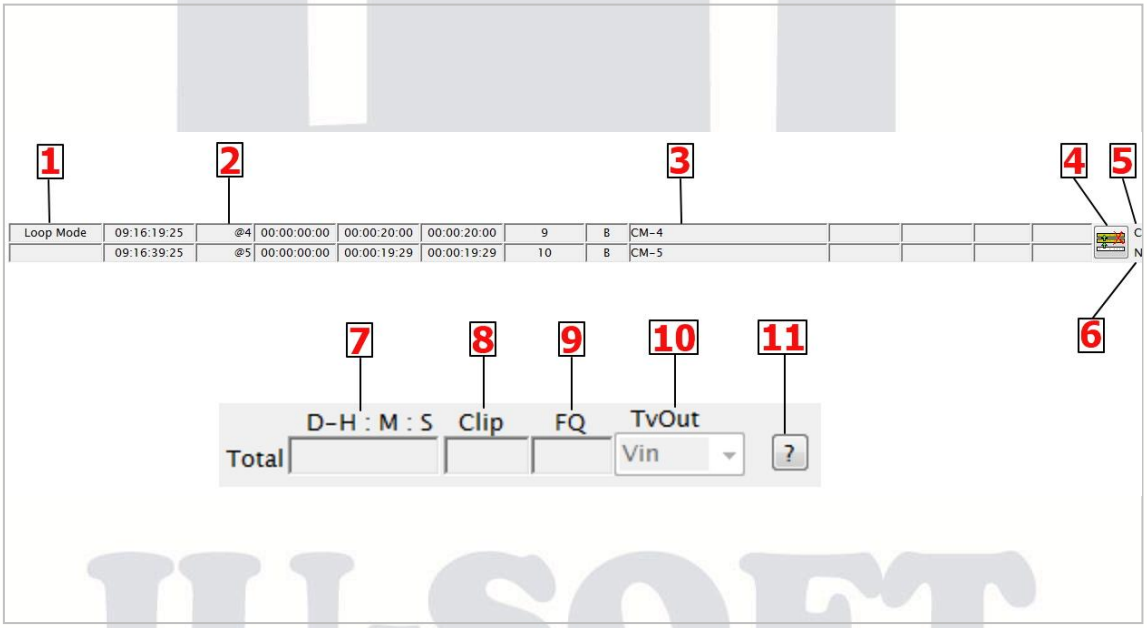
〔1〕. Press this button to display channel logo
〔2〕. Drop-down menu to select a Targa file for channel logo
〔3〕. Click to see the description of the main window objects

2.2.3 Crawl operation area (Full Version Only)



〔1〕. Press to run Crawl
〔2〕. Press to stop running Crawl
〔3〕. Load a text file and display the contents in lower area
〔4〕. Press to open Notepad to edit Crawl contents
〔5〕. Clear Crawl contents
〔6〕. Crawl contents will repeat 3 times Click [Setup] > [Crawl] > [Loop mode] to change displaying mode from “Count” to “Second”, “Minute”, and “Hour” Ex: if you select “Minute”, Crawl contents will display for 3 minutes
〔7〕. Click left and right spin to adjust repeat times or duration
〔8〕. Showing the repeat times or duration. “Loop” means infinite displaying
〔9〕. Crawl contents displaying window

2.2.4 HQP broadcasting status



〔1〕. “Loop Mode” represent that playlist is playing in loop mode. Otherwise, it normally plays.
〔2〕. It shows the clip No., and the program with “@” mark means that it is being or ready to be broadcasted.
〔3〕. Program name
〔4〕. Click the button to skip either the current playing clip or the next clip from a dialog.
〔5〕. “C” means the data of the current playing clip.
〔6〕. “N” means the data of the next clip.
〔7〕. Total time since BPlayer has started running, presented in “Day”, “Hour”, “Minute”, and “Second”
〔8〕. Total clip(s) since BPlayer has started running

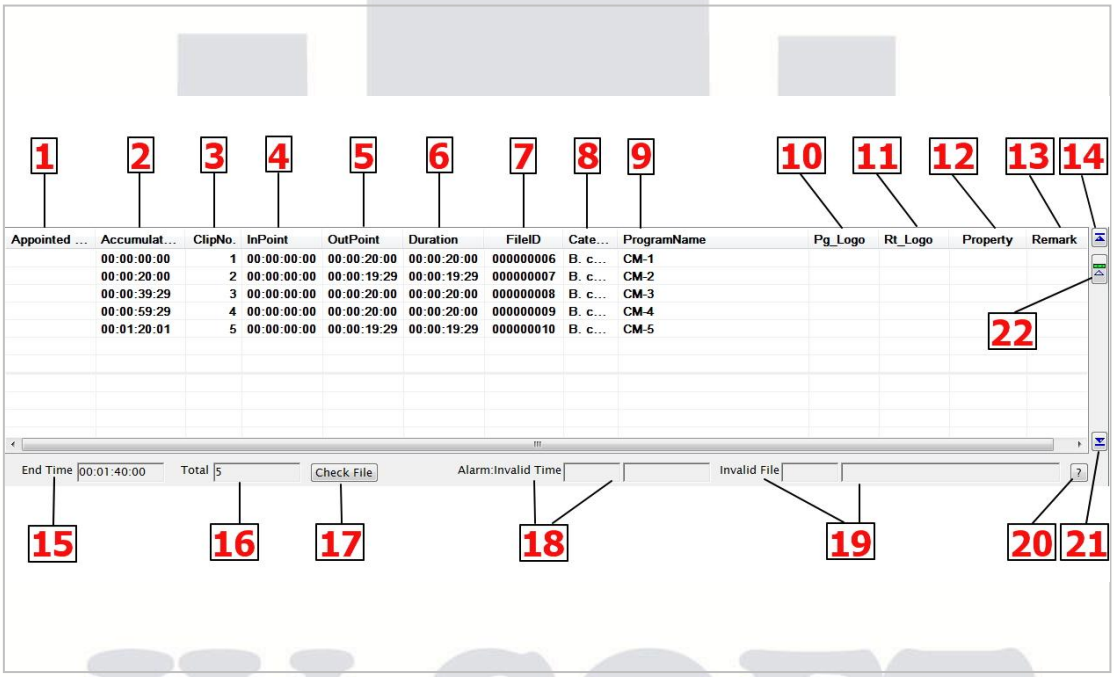
〔9〕. FQ(Frame Queue value). The value represents the percentage of decompressed frames queued in buffer memory

〔10〕. Output point of Video hub Router connected to TV channel. To enable this drop-down menu, Video hub Router must be connected to this computer (full version only).

〔11〕. Online help button

2.2.5 Playlist

Users can edit or monitor playlist as the figure below:



〔1〕. Appointed time

〔2〕. Accumulated time

〔3〕. ClipNo.

〔4〕. InPoint

〔5〕. OutPoint

〔6〕. Duration

〔7〕. FileID

〔8〕. Category

〔9〕. ProgramName

〔10〕. Pg_logo

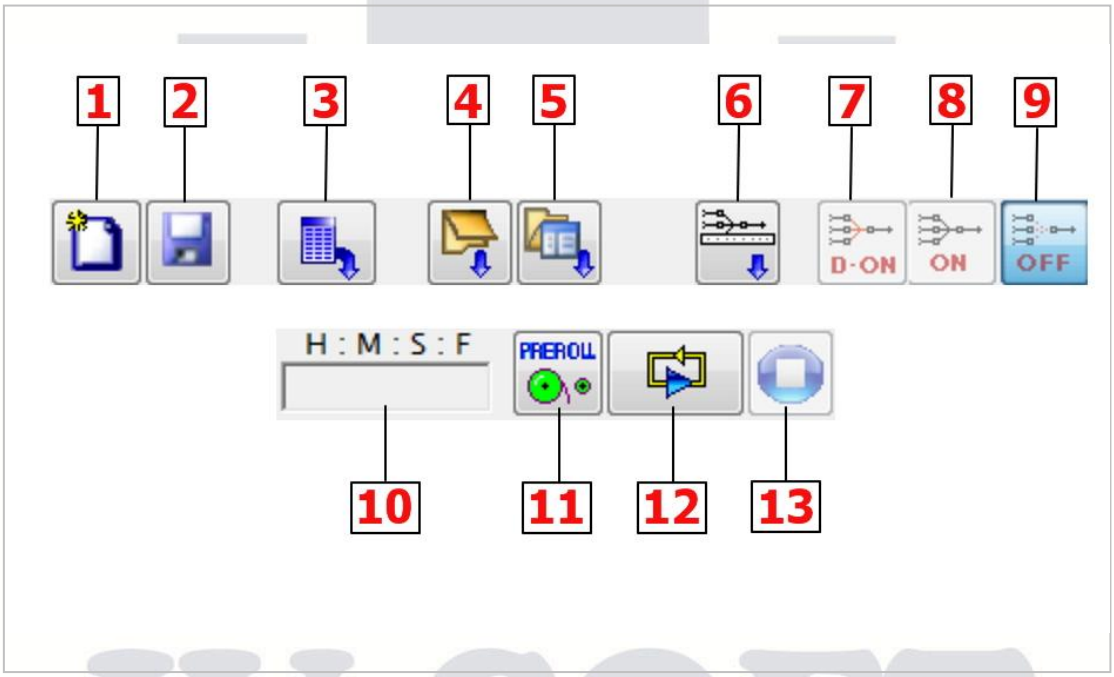
〔11〕. Rt logo

〔12〕. Property

〔13〕. Remark

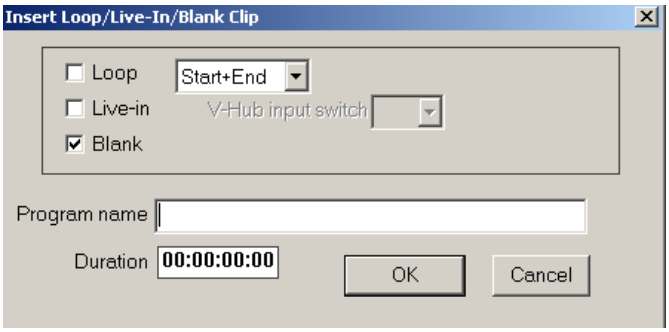
〔14〕. Move to the first clip
〔15〕. End Time
〔16〕. Total clips
〔17〕. Check File
〔18〕. Alarm Invalid Time
〔19〕. Invalid File
〔20〕. Online help button
〔21〕. Move to the last clip
〔22〕. Move to the current playing clip

2.2.6 Toolbar function



〔1〕. Leave the current playlist and create a new one. After clicking this button, click [Yes] to prevent the loss of data when the dialog appears.
〔2〕. Save the current playlist
〔3〕. Open a saved playlist. You can replace the current playlist with the new one or append the new playlist to the current one.
〔4〕. Add clip(s) by using file explorer.
〔5〕. Add clip(s) that has not been imported into the VLib database. Add clip(s) from the VLib database
〔6〕. Open a dialog to insert a Loop block, a Live-in or a satellite broadcasting clip, or a Blank clip (Please check online help in [Setup] > [V-Hub] for the detailed description of Live-in clip)

Notice (!): Loop and Live-in functions are disabled in LE version.



〔7〕. Click the button to switch on a Live show after the current video clip has been played out (full version only).

〔8〕. Click to stop the current video clip, and a Live show will be cut in and aired immediately even the event has not been inserted into the playlist in advance (full version only).

〔9〕. Click to switch off the Live show, and the next video clip on the playlist will be played (full version only).

〔10〕. The row displays the played and elapsed time for clips in time format—Hours: Minutes: Seconds: Frames

〔11〕. Click to pre-load the first or the selected clip, and the status icon of the button will become [

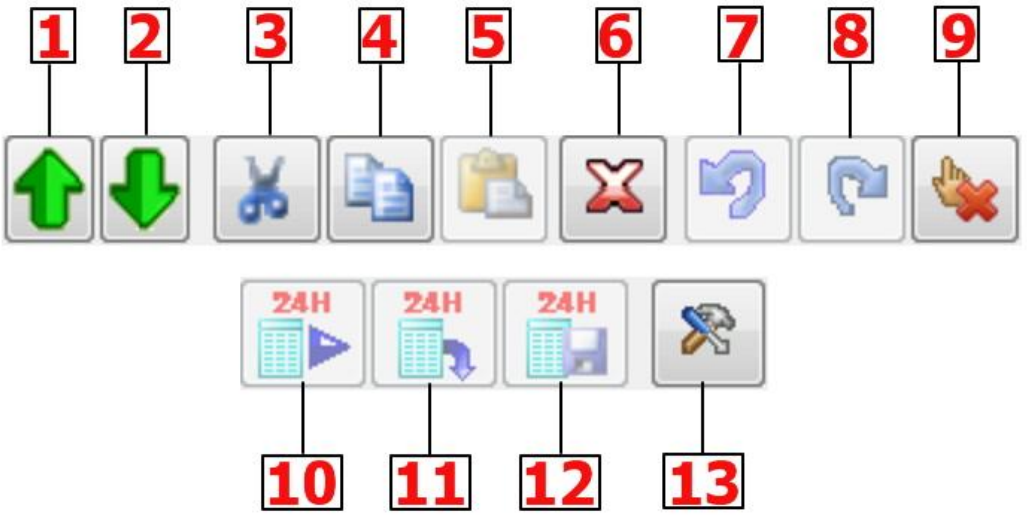
] after it is ready. The status icon of the button will become [

] after clicking the [ ] button, and the clip will be played immediately.

〔12〕. Clicking the button without doing the [

] button first will take a few seconds to load and play the selected clip. If you check [Loop Play] in [Setup] > [Others], clips in the playlist will be played repeatedly, and the status icon of the button will become [ ].

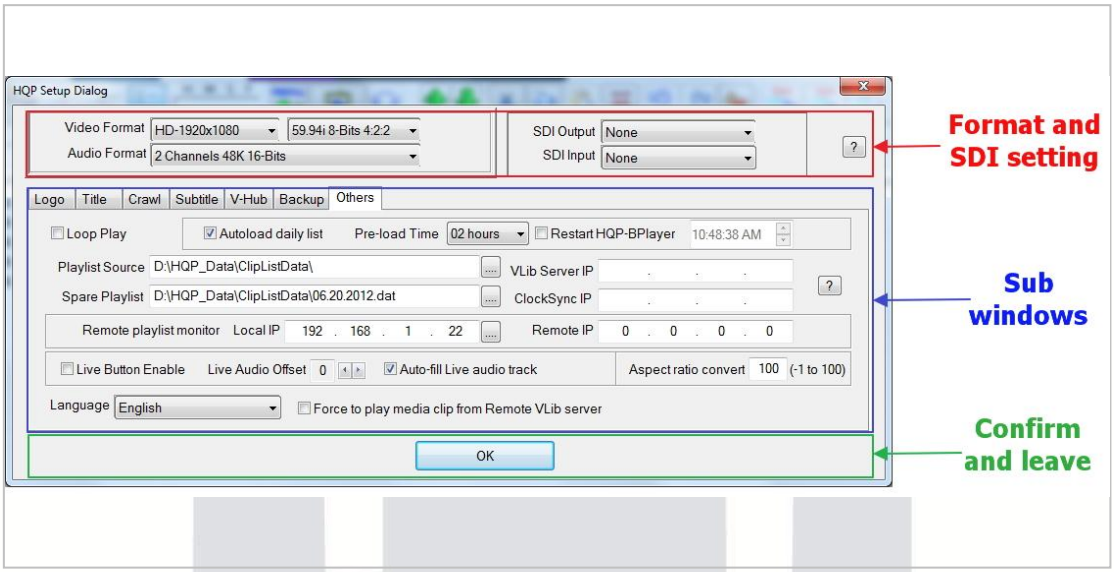
〔13〕. Click to stop playing the clip



〔1〕. Move up the selected (highlighted) clip in the playlist
〔2〕. Move down the selected (highlighted) clip in the playlist
〔3〕. Cut the selected clip(s) from the playlist and put it onto the clipboard
〔4〕. Copy the selected clip(s) from the playlist and put it onto the clipboard
〔5〕. Paste the cut/copied clip(s) from the clipboard
〔6〕. Delete the unwanted (highlighted) in the playlist
〔7〕. Undo last action
〔8〕. Redo last action
〔9〕. Deselect the selected clip(s)
〔10〕. Load a Daily-Playlist and play from current time
〔11〕. Load the pre-saved Daily-Playlist, which will append after the existing playlist
〔12〕. Save the edited Daily-Playlist
〔13〕. Click to edit settings of Logo, Title, Crawl, Subtitle, V-Hub, Backup, and Others in the Pop-up window

3. HQP Setup dialog

3.1Main setup dialog



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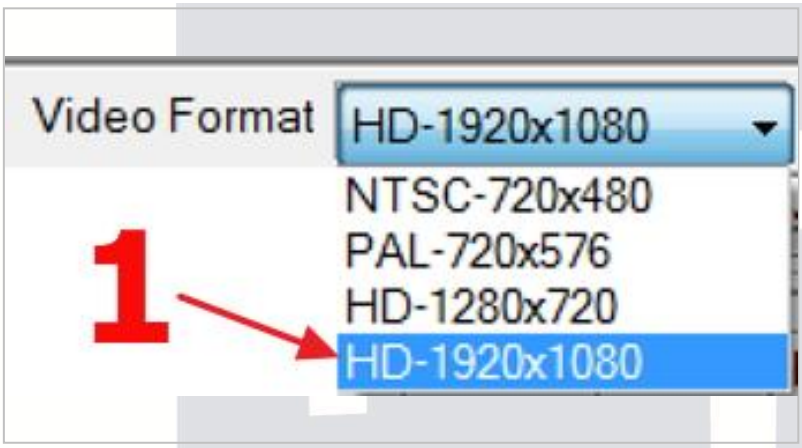
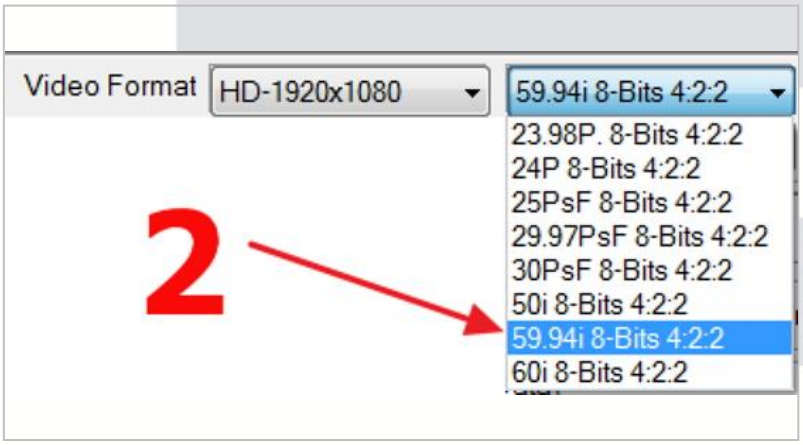
3.2Video and Audio Format setup

3.2.1 Video Format setup

Video format setup concludes Resolution and Frame rate, and can be selected by different demands.



〔1〕. HQP-BPlayer will restart after selecting different resolutions.



〔2〕. Frame rate is also adjustable, but the higher frame rate requires better hardware devices.

3.2.2 Audio Format setup

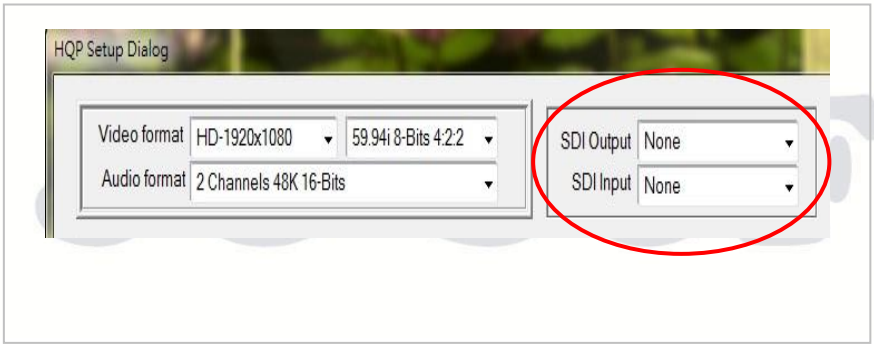
Different sound channel setting can be selected in Audio Format setup as below:

3.3 SDI Input/ Output card setting

3.3.1 Installation without Decklink card

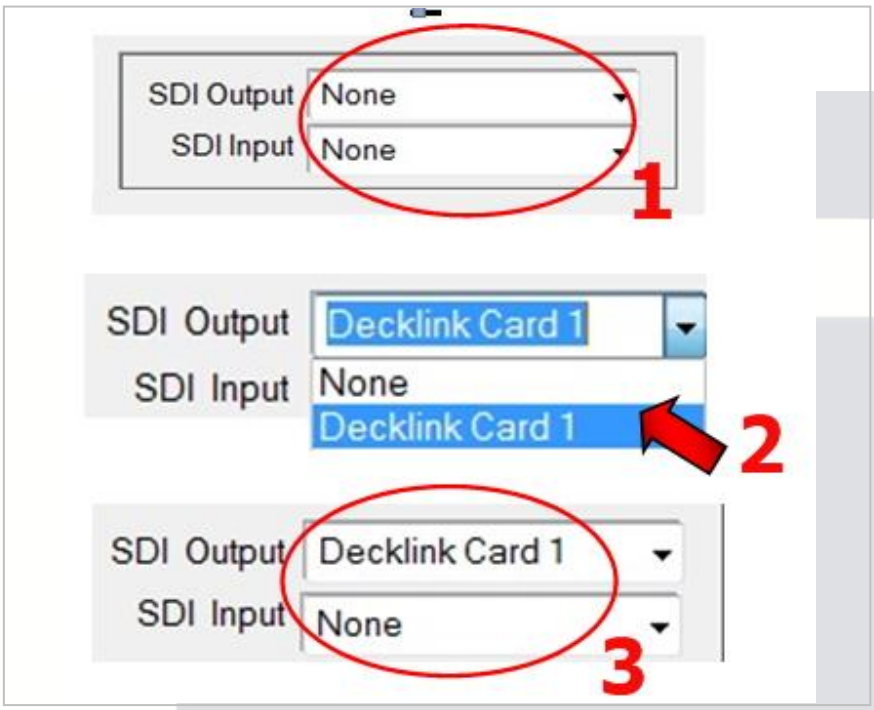
SDI Input/ Output will show “None” as the figure below when the Decklink card is not installed.

Notice (!): SDI Input function is only for HQP-BPlayer Full version users.



3.3.2 Installation with single Decklink card

Single Decklink card can select either of Input or Output, but we usually select it as Output as the figure below:



〔1〕. The default setting of SDI is “None”.
〔2〕. Click “Decklink Card 1” of SDI Output tab
〔3〕. The SDI Output has been changed to” Decklink Card 1”.

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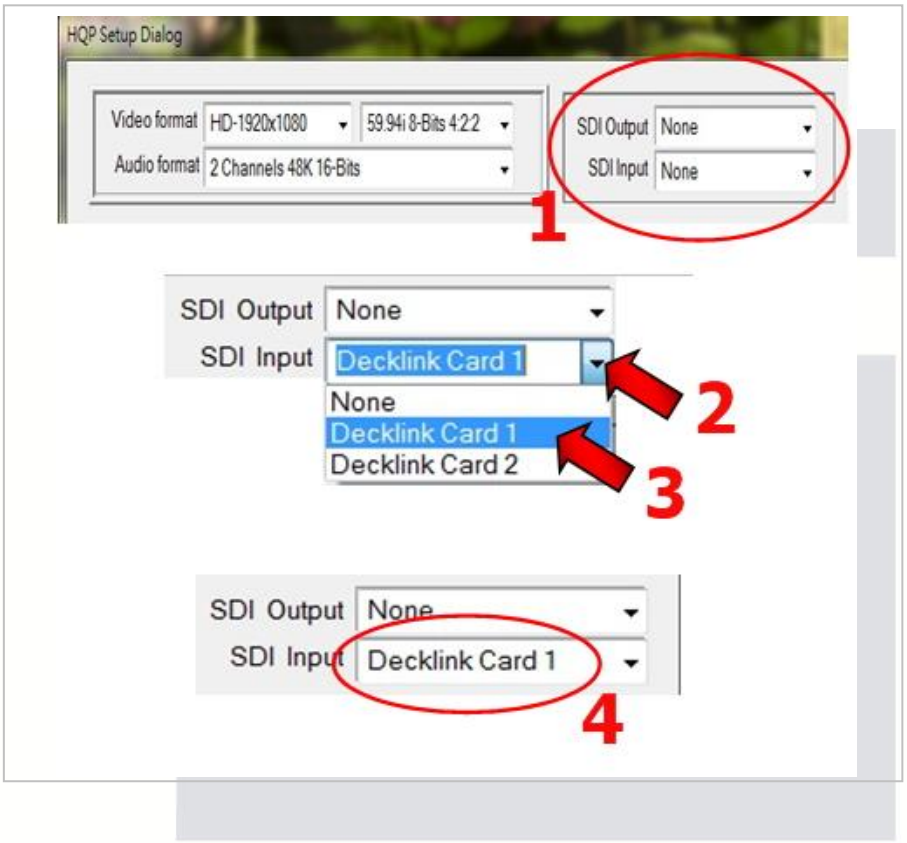
3.3.3 Installation with two (more) Decklink cards (Full Version Only)

Live broadcast needs two or more Decklink cards and the setting below:



〔1〕. The default settings of SDI Output/Input are “None”.
〔2〕. Check the SDI Input card
〔3〕. Select the designate Decklink card (Decklink Card 1)
〔4〕. The interface will show the selected card

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〔1〕. The Output card can't be the same as the Input card

〔2〕. Select Decklink Card 2

〔3〕. The interface will show the selected card

Note: If setting errors occur, please reset to the default setting (None) and follow the setup steps again.

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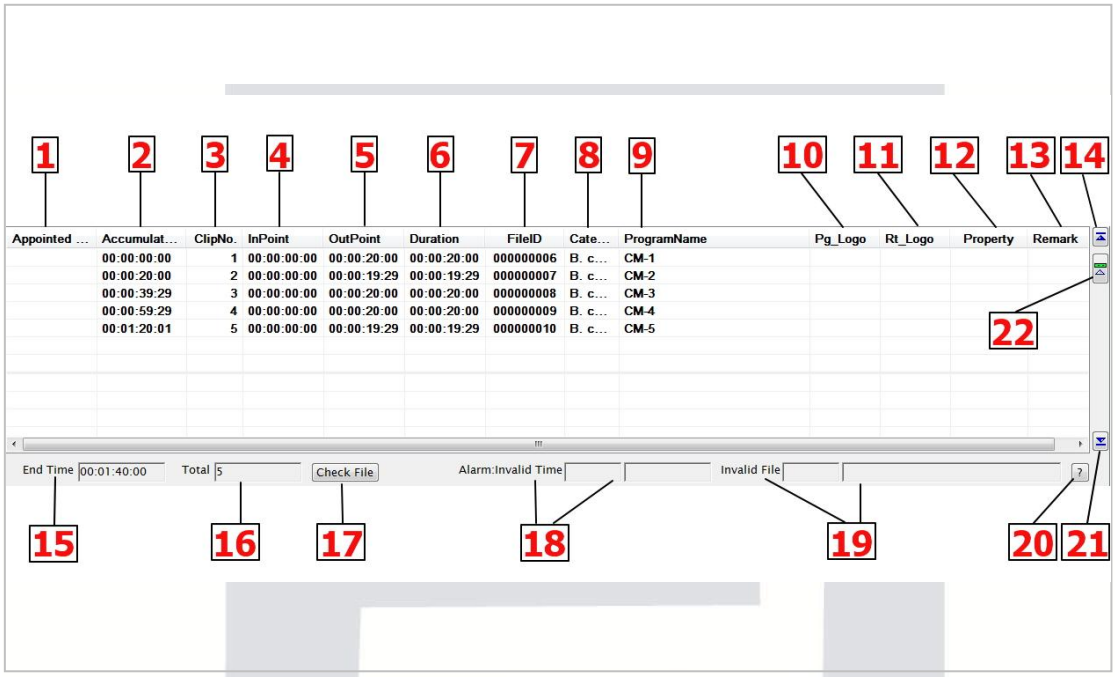
4. Playlist

4.1 Introduction of playlist

Playlist is classified into regular playlist and daily-playlist for users to edit or monitor as the figure below:



〔1〕. Appointed time: You can appoint specific broadcasting time for a video program

〔2〕. Accumulated time: It shows the broadcasting time of each clip accumulated from the appointed time of the first clip

〔3〕. ClipNo: For ordering purpose, it shows the number of the clips.

〔4〕. InPoint: Double click this filed, and then you can set the starting point to broadcast the clip from any part of it

〔5〕. OutPoint: Double click this filed, and then you can set the ending point to stop the clip from any part of it

〔6〕. Duration: It shows the length of the clip

〔7〕. FileID: 9 digit ID number generated by VLib when the clip is imported to the database. Users are not allowed to edit it.

〔8〕. Category: It displays the category of each clip represented by letters.

〔9〕. ProgramName: The name of the clip. It can be set as title and shown on the screen. Double click to change the name.

〔10〕. Pg_logo: Double click to cancel or change Targa file of the program logo of the clip.

〔11〕. Rt logo: Double click to cancel or change Targa file of the rating logo of the clip.

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〔12〕. Property: Double click to set properties of each clip such as volume, channel logo and title.

〔13〕. Remark: Enter any text in this field.

〔14〕. Click here, then it will move to the first clip of the playlist

〔15〕. It displays the time of finishing broadcasting the last clip of the playlist

〔16〕. It displays the total number of clips in the playlist

〔17〕. Click to check the completeness of the clips in the playlist, including the existence of the media clip and subtitle file. The checking result will be shown on a list.

〔18〕. If there is a difference between Accumulated Time and Appointed Time while the Daily-Playlist is running, “clip number” and “time difference” will be shown by red flicker here. Double click the “clip number”, and you will see the clip with time error.

〔19〕. Click the “check file” button; then “clip number” and “program name” of the clip will be shown by red flicker here if the file or subtitle is missing/invalid, the first case of missing files will be displayed in this field.

〔20〕. Online help button

〔21〕. Click here, then it will move to the last clip

〔22〕. Click here, then it will go back to the current playing clip

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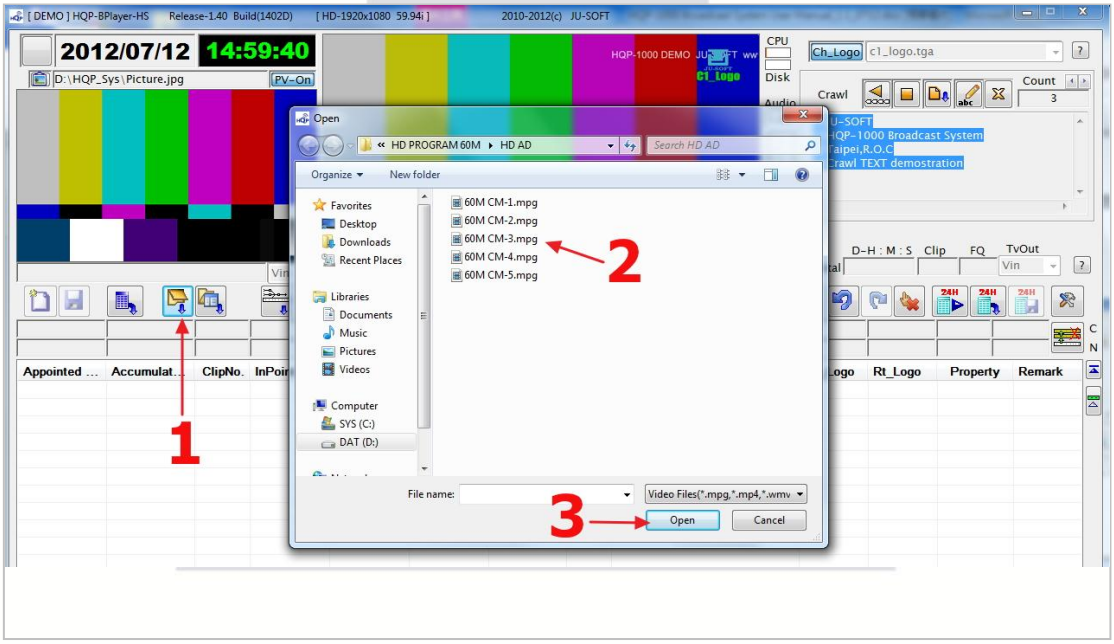
4.2 Add clips into playlist

The first step of making a playlist is to add clips into playlist, there are some ways in chapter 4.2.1 and 4.2.2.

4.2.1 Add clip(s)

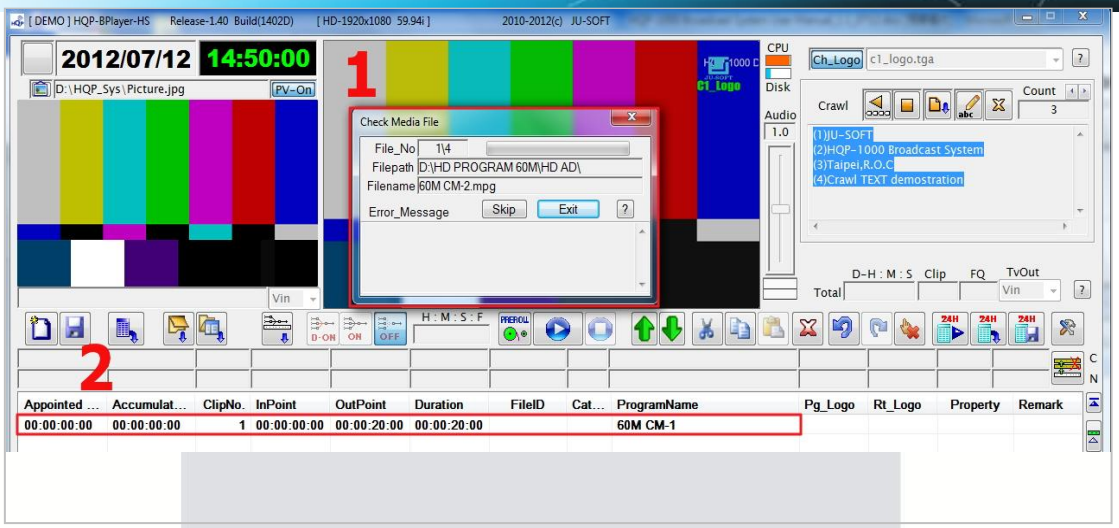
Video which storage in the local folder, Hard disk or removable disk can be added into playlist as the following steps:



〔1〕. Click “ “

〔2〕. Select the designated video in the right path

〔3〕. Click “Open”. BPlayer will pop up a status window as below:



〔1〕. BPlayer will pop up a checking file information window if the file hasn't added before. The clip which is shorter than 5 seconds will induce error message and can't be added into playlist.

〔2〕. After the checking progress, the clip will be added into playlist.

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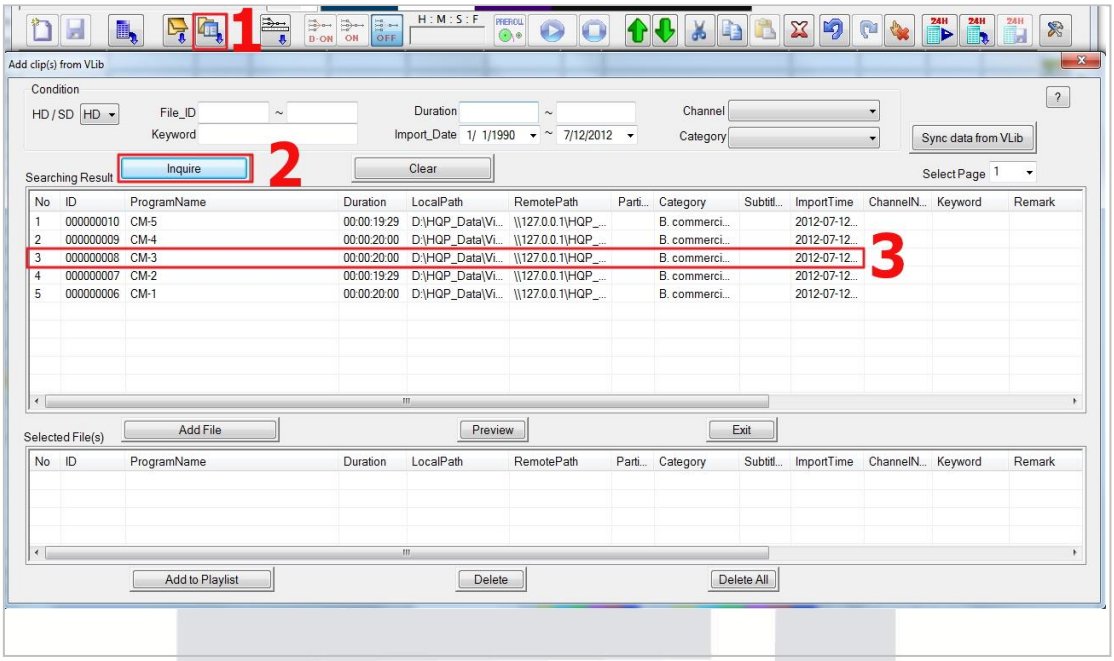
4.2.2 Add clip(s) from VLib (Full Version Only)

VLib allows users to add video into clip library and then add clips into playlist form library as the figure below:

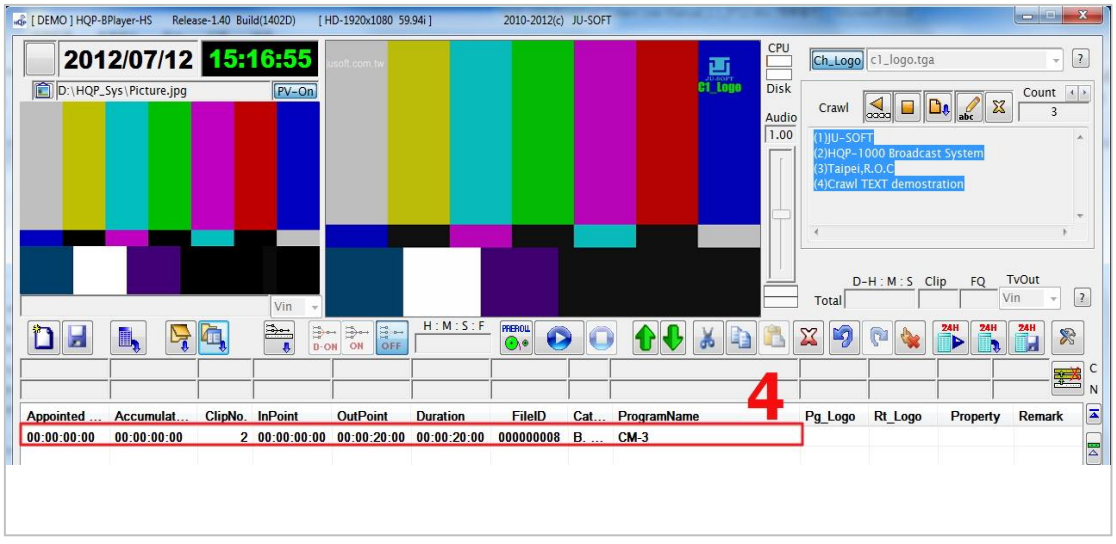


〔1〕. Click “ ”

〔2〕. Click “Inquire” to search specific clips

〔3〕. Double click on designated clips

〔4〕. Clips will be added into playlist as the figure below:



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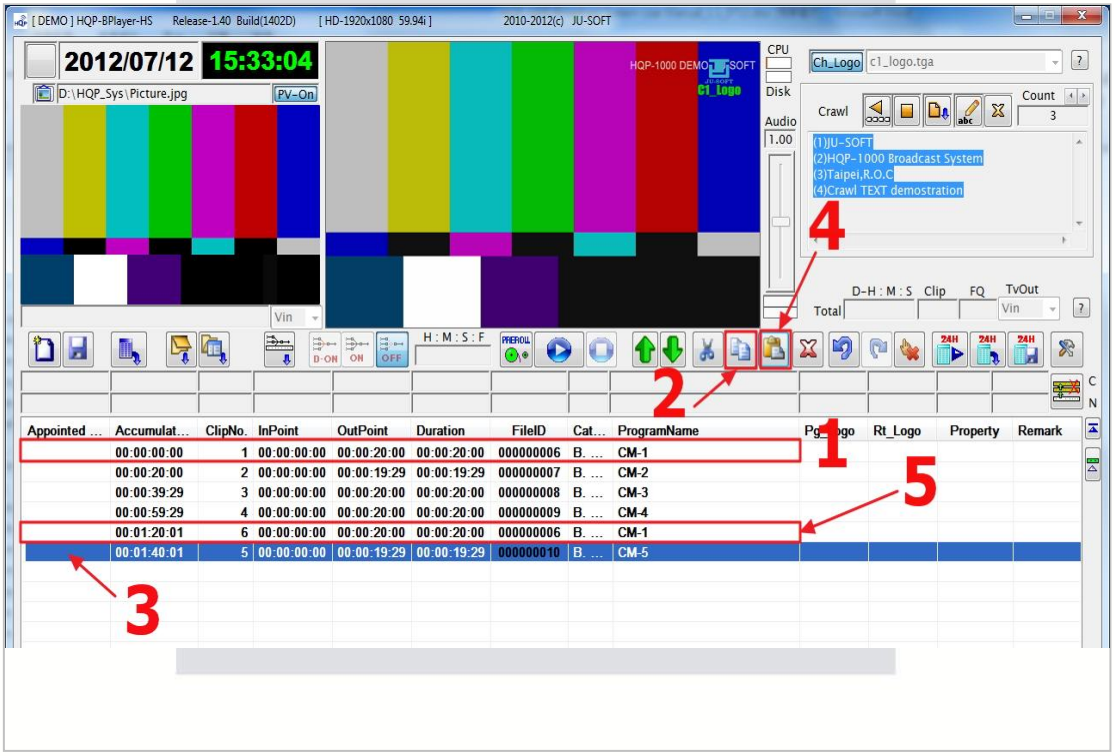
4.3Playlist editing

The toolbar in Chapter 2.1.7 can edit our playlist; the following is the operation respectively.

4.3.1 Copy and Paste

We can save time by using “copy” and “paste” when the clip is added into playlist repeatedly.



〔1〕. Click the clip (CM-1, for instance) we want to copy.

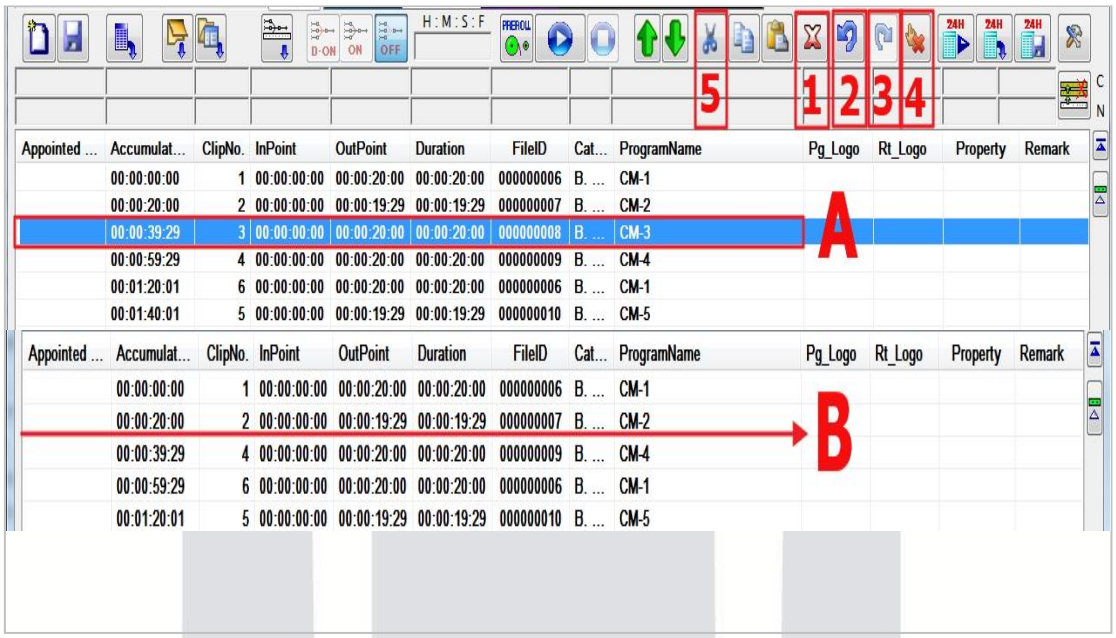
〔2〕. Click “ ”in the Toolbar to copy the clip.

〔3〕. Click the clip below designated place.

〔4〕. Click” ” to paste the clip.

〔5〕. The clip we want to copy will be placed in the playlist.

4.3.2 Delete



〔1〕. There is a clip with ClipNo. 3 in Figure A, but it is gone in Figure B after clicking " ".

TIP (!): By using 〔Shift〕 and 〔Ctrl〕keys before " " button can delete multiple clips.

4.3.3 Undo

〔2〕. Undo key " "can back to the last step.

4.3.4 Redo

〔3〕. Redo key " " can back to the step before click " ".

4.3.5 Cut

〔4〕. Cut key" " can remove the clip from current place, and paste to somewhere else.

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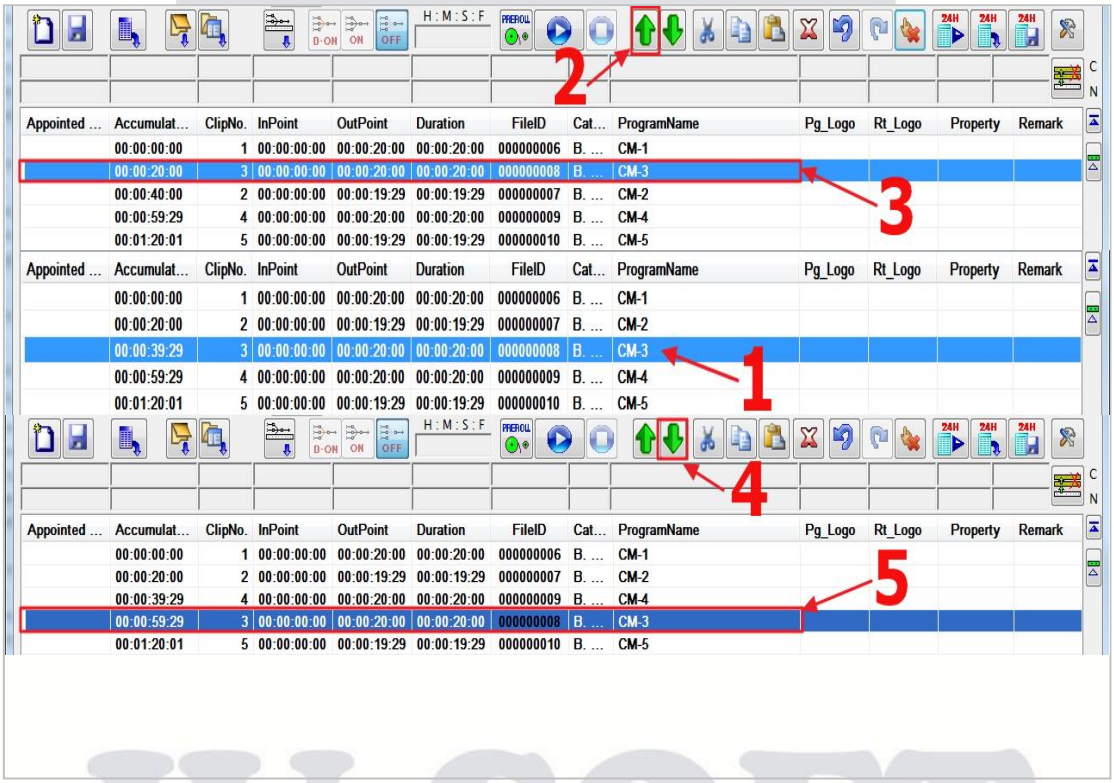
4.3.6 Deselect

〔5〕. Click “ ” will un-highlight the clip which is highlighted.

4.3.7 Move up and Move down

These tow function keys is convenient to adjust and move clips.



Move up

〔1〕. Select the clip we want to move up

〔2〕. Click” ” to move up the clip

〔3〕. Then we can find clip No.3 moves up to clip No.2

Move down

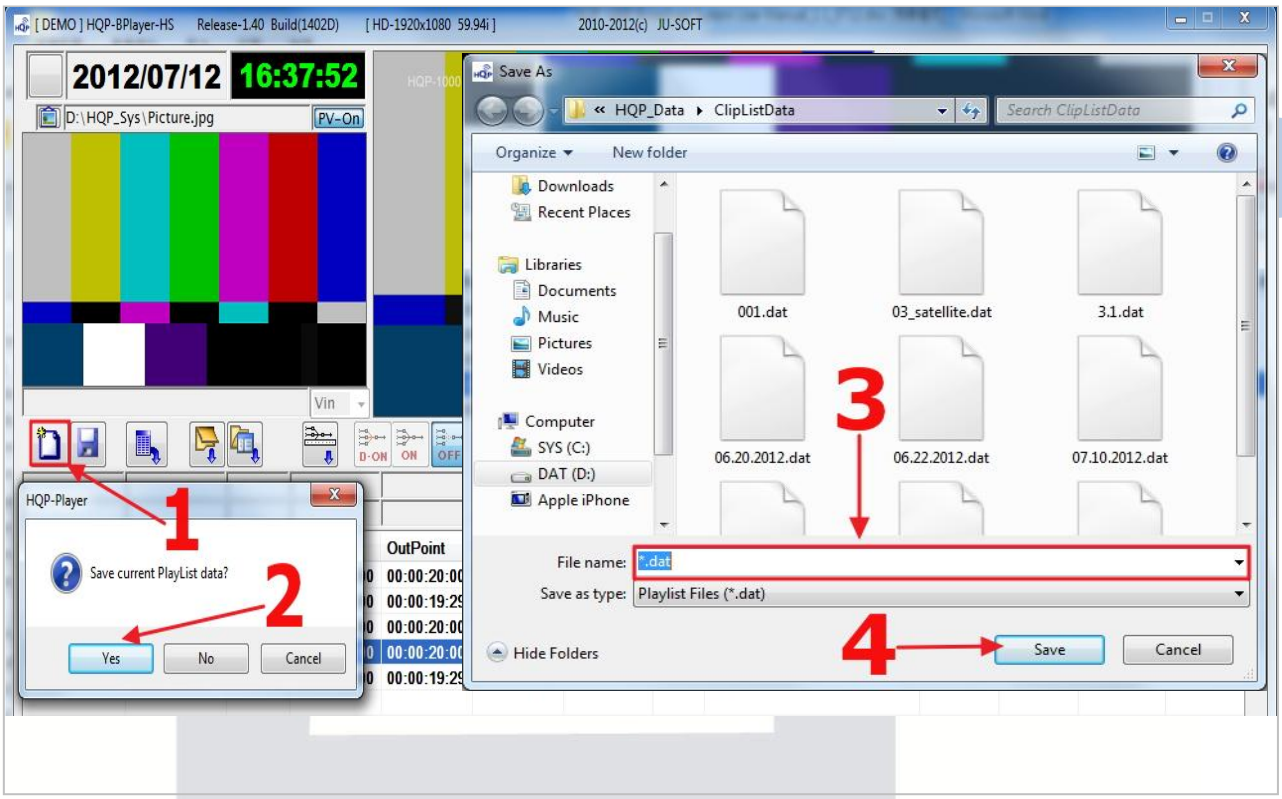
〔1〕. Select the clip we want to move down

〔4〕. Click “ ” to move down the clip

〔5〕. Then we can find clip No.3 moves down to clip No.4

4.3.8 Clear playlist

We can clear all contents of playlist by the following steps:



〔1〕. Click “ ” on main window

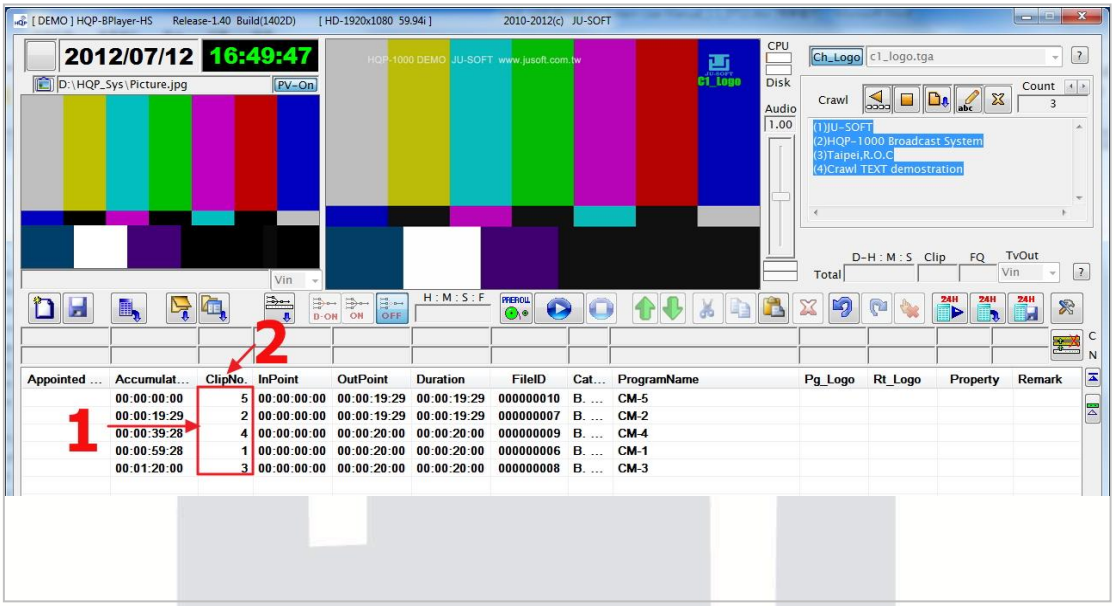
〔2〕. A window will pop out to ask save current playlist data or not, and click “Yes” to save playlist

〔3〕. Enter file name and click “Save”

〔4〕. After saving playlist, the data of playlist will be erased.

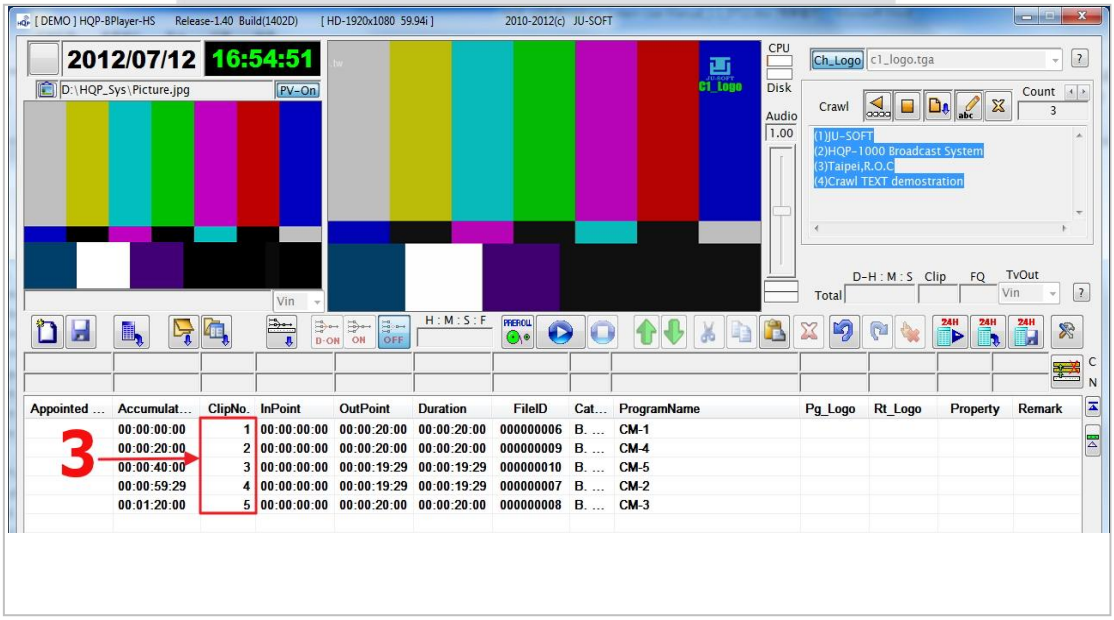
4.3.9 Reorder Clip ID

After editing the playlist, we can make it orderly by following steps:



〔1〕. The clip No. is disorder.

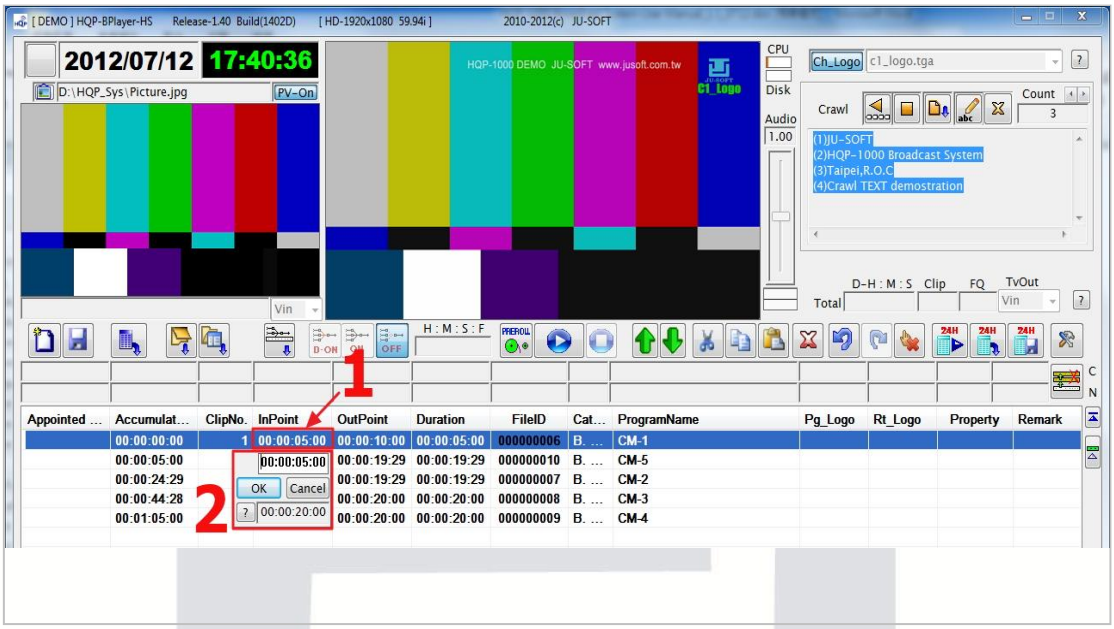
〔2〕. Click on “Clip No.”.



〔3〕. Now, the Clip No. is orderly.

4.3.10 Setting of In/Out point

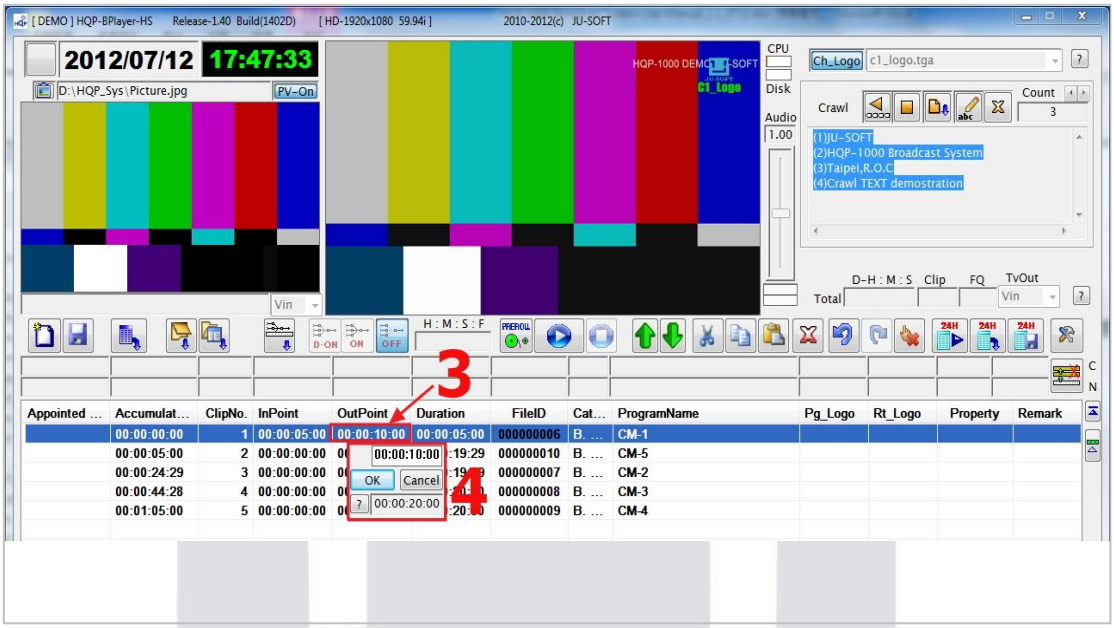
InPoint is the start of a program, and OutPoint is the end. The default InPoint of a clip is “00:00:00:00”, and we can select start time specifically by adjusting the InPoint as the steps below:



〔1〕. Double click on “InPoint” column of the clip (CM-1, for instance).

〔2〕. The InPoint can be adjusted in the new window.

We can select the end time of a program by adjusting the OutPoint as well:



〔3〕. Double click on “OutPoint” column of the clip (CM-1, for instance).

〔4〕. The OutPoint can be adjusted in the new window.

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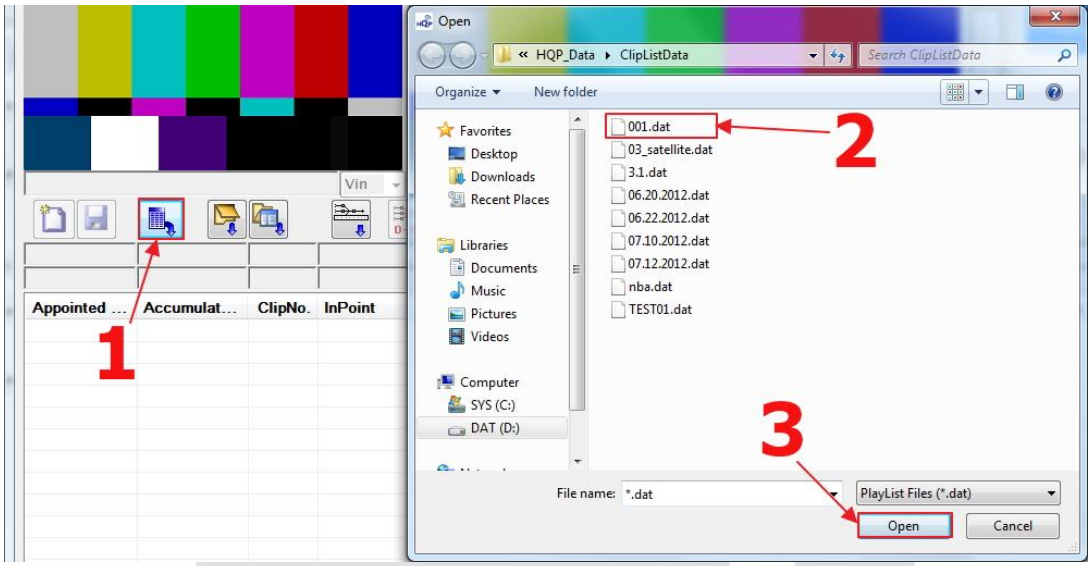
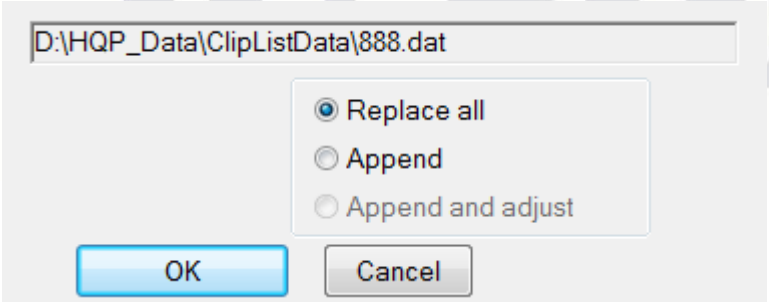
5. Playout Control

5.1 Load Playlist



〔1〕. Click “Load Playlist”.
〔2〕. Choose a playlist file (dat.).
〔3〕. Click “Open” to load the playlist we just selected.

When users add playlist again, a window will pop up as below. Users can choose the new added files are going to “Replace all” or “Append” the playlist.



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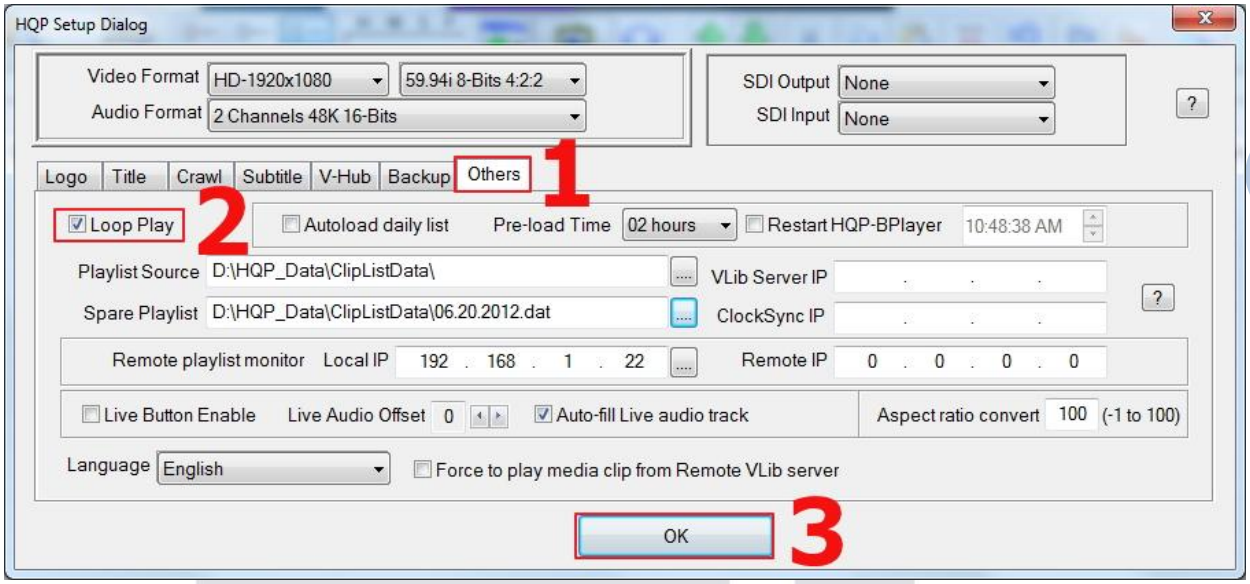
5.2 Loop Play

Users could use “Loop Play” to repeatedly broadcast playlist.



〔1〕. Click the setup icon “ ”, and unfold “Others” tab.

〔2〕. Tick “Loop Play” to play the playlist repeatedly.

〔3〕. Click “OK” to confirm and save changes.

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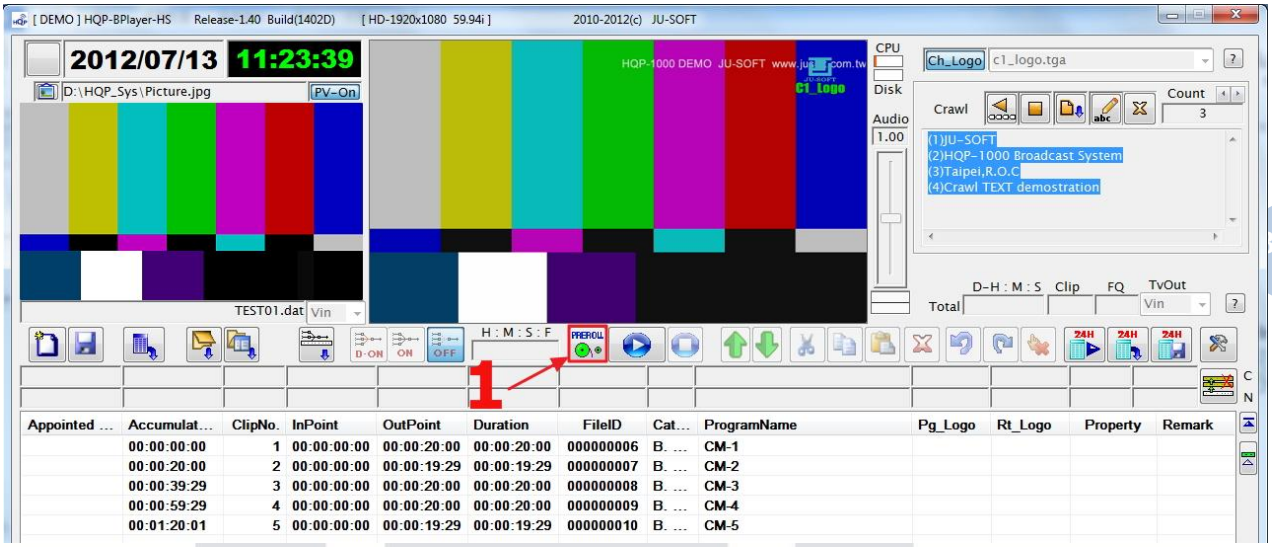
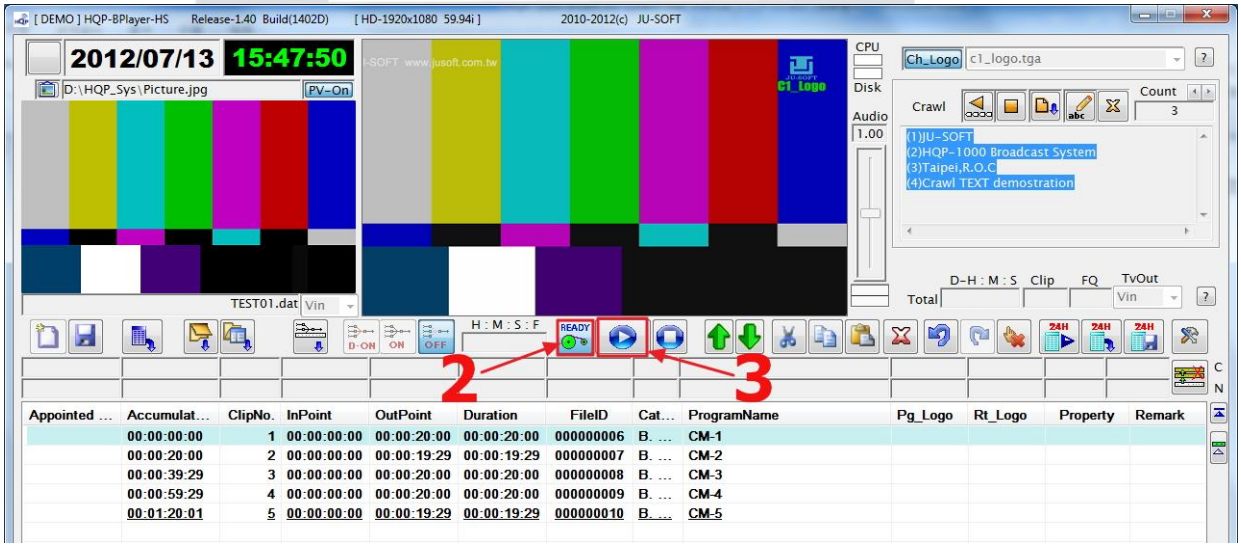
5.3 Preroll for Realtime Start

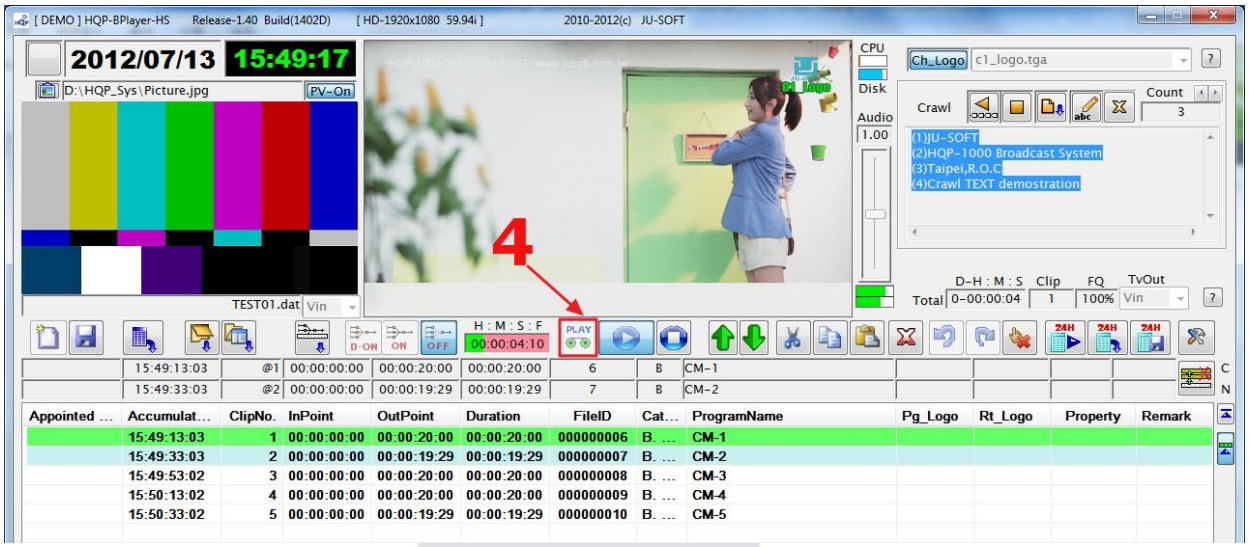


〔1〕. Click “ ” to pre-load the first or the selected clip.



〔2〕. The status icon of the button will become “ ” after it is ready.

〔3〕. Click on “ ” to play the clip.



〔4〕. The status icon of the button will become “

” after Clicking “ ”.

5.4 Play the Clip

Clicking the “ ” button without doing the [

] button first will take a few seconds to load and play the selected clip. If you check [Loop Play] in [Setup] > [Others], clips in the playlist will be played repeatedly, and the status icon of the button will become [ ].

5.5 Stop Playing the Clip

Click” ” to stop playing the clip.

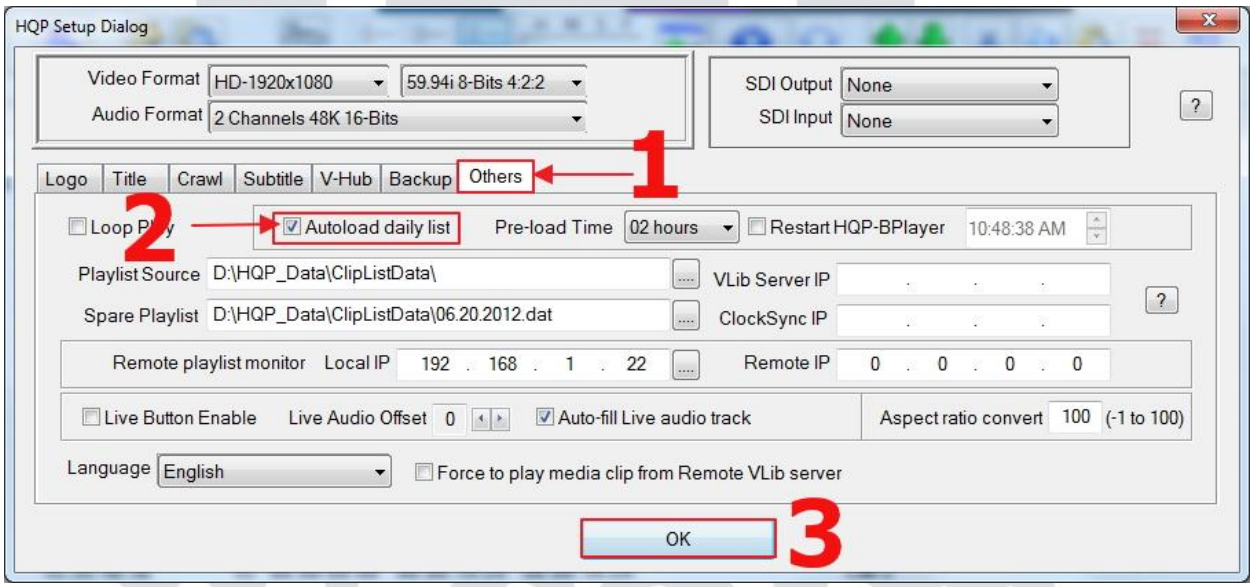
6. Daily-Playlist

- 【 】: Load and play Daily-Playlist of the current date and time
- 【 】: Load the saved Daily-Playlist
- 【 】: Save the edited Daily-Playlist

6.1 Daily-Playlist Setting

Before using the daily-playlist, users must to do the setting below.

Click the “Setup” first; it will display the HQP Setup Dialog.



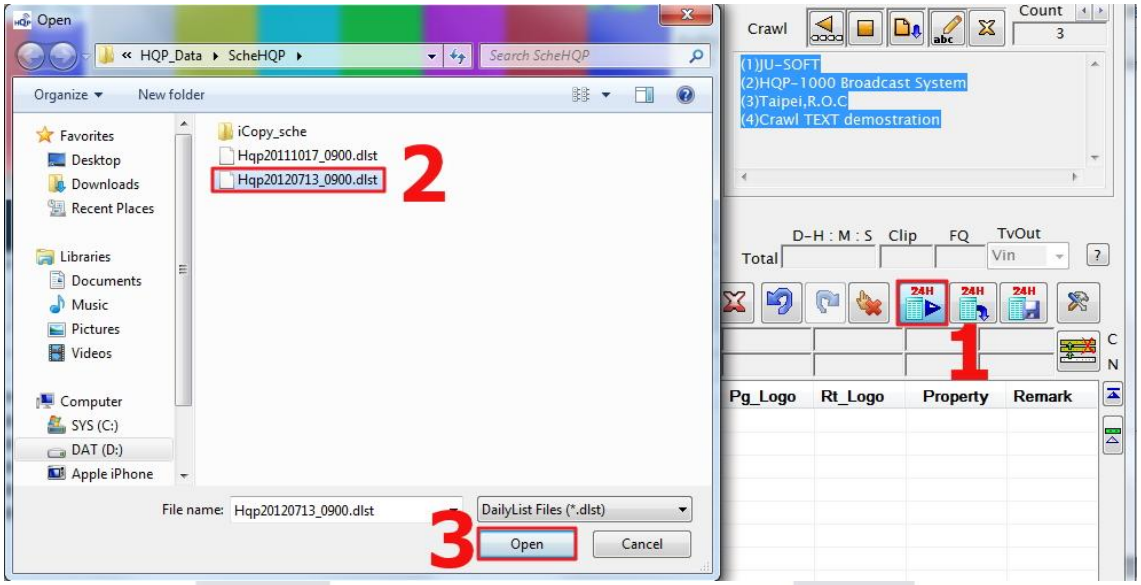
〔1〕. Click on “Others” tab

〔2〕. Tick the “Autoload daily list”.

〔3〕. Click “OK” to confirm and save changes.

6.2 Run Daily-Playlist

The button, “ ” is called Run Daily-Playlist. It can load the designated daily-playlist file first, and then play the file automatically. Users can also use this function on Backup PC to load the same daily-playlist as Master PC when Master PC fails, and keep the programs being played continuously.



〔1〕. Click “Run Daily-Playlist”.
〔2〕. Choose a designated Daily-list file.
〔3〕. Click “Open” to load and play the Daily-list.

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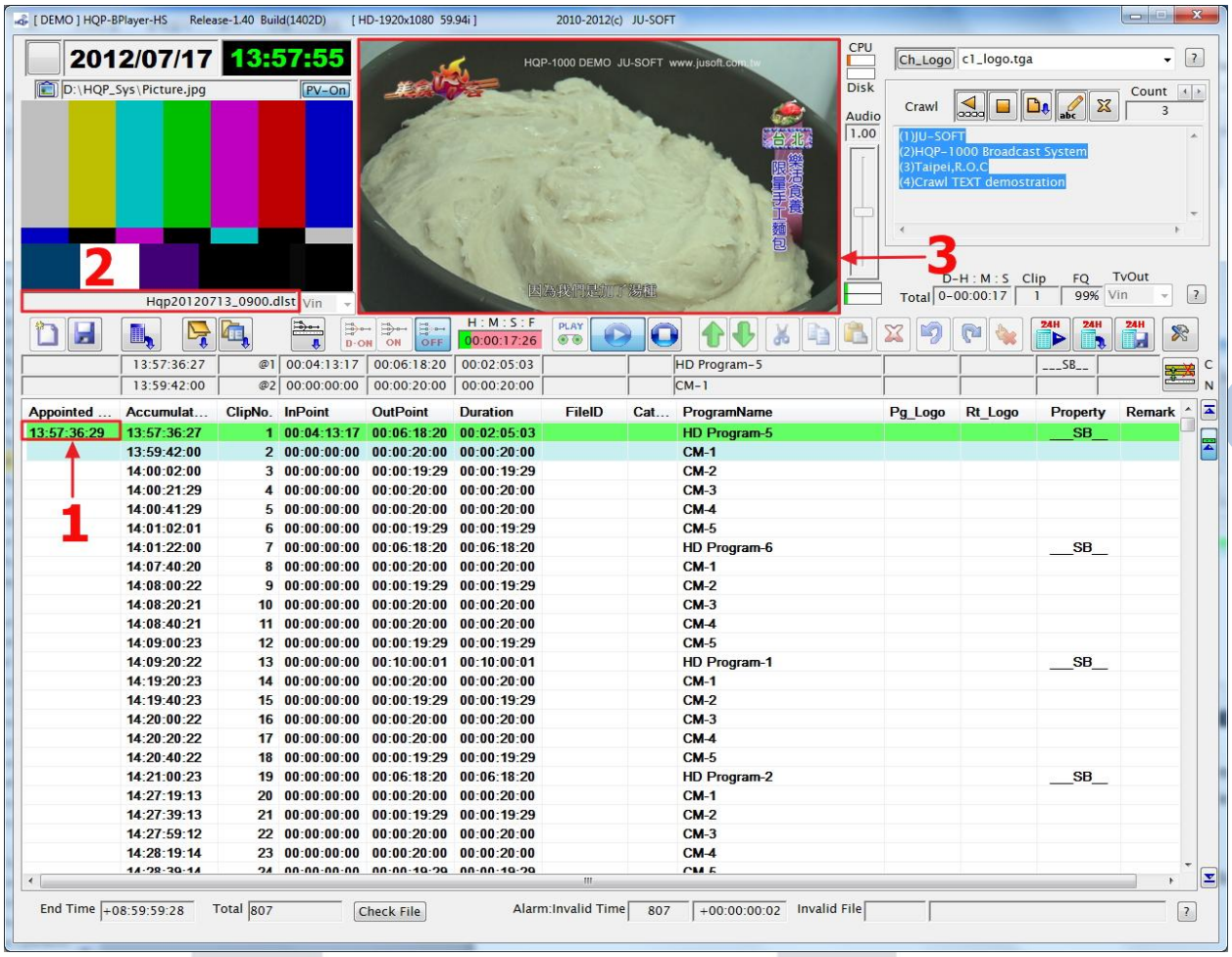

〔1〕. Our software can search the clip which is the closest to the time of user's computer system and play it. The clip's appointed time is equal or later than the time of the playout system.

〔2〕. The name of the loaded daily-playlist is showing below the still image. It is easy to check the loaded file.

〔3〕. Users can see the clip playing on the main screen.

Notice (!): Users can edit the next daily-playlist in advance, and it will be loaded at the "Pre-load time". If users don't put the next daily-playlist into the default path (Playlist Source) previously, the playlist will stop in the end.

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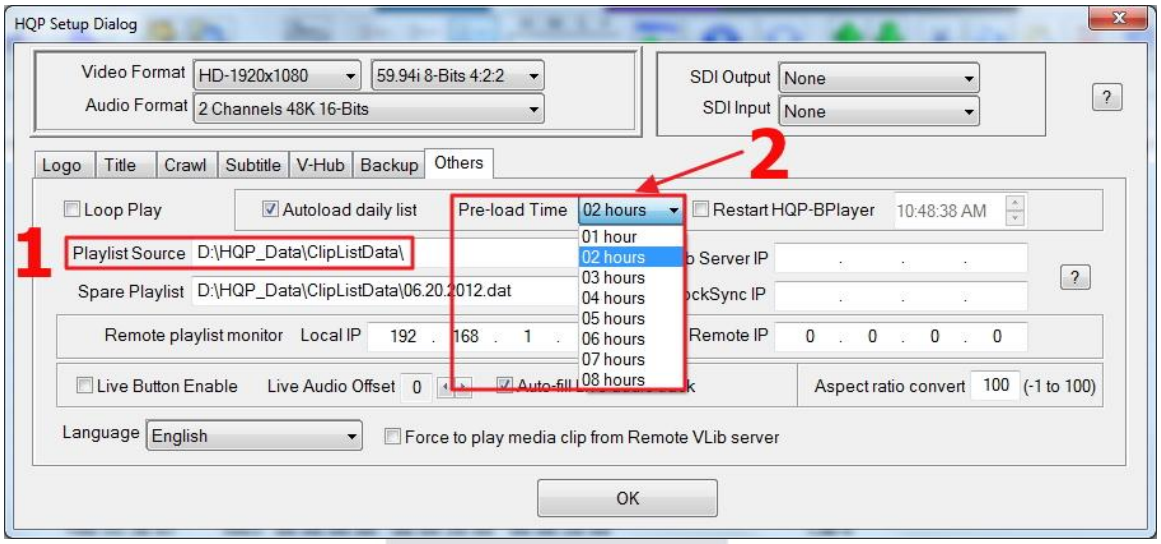

〔1〕. “Playlist Source”, the default path of playlists

〔2〕. “Pre-load Time”, decide when to load the next daily-playlist

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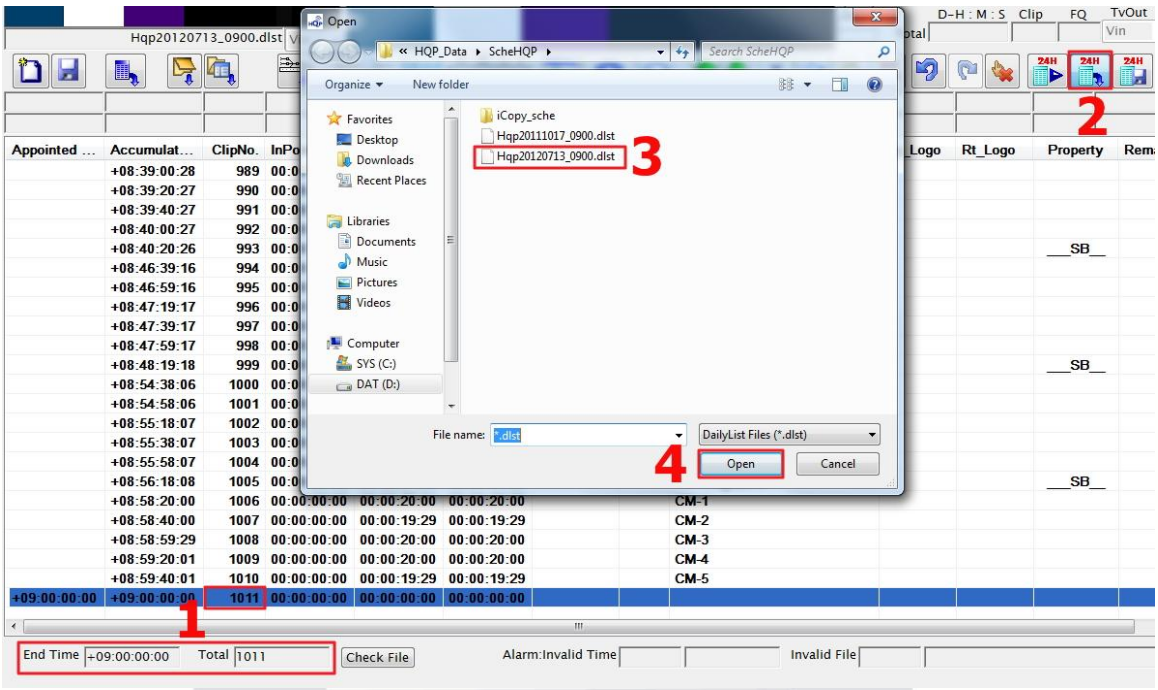
6.3 Load Daily-Playlist

If users can't finish editing and upload the next daily-playlist before the "Pre-load Time", they can load a daily-playlist appending to the current playlist.
For instance, our "Pre-load Time" is 2 hours before the end of playlists, and we can't upload daily-playlist in time.

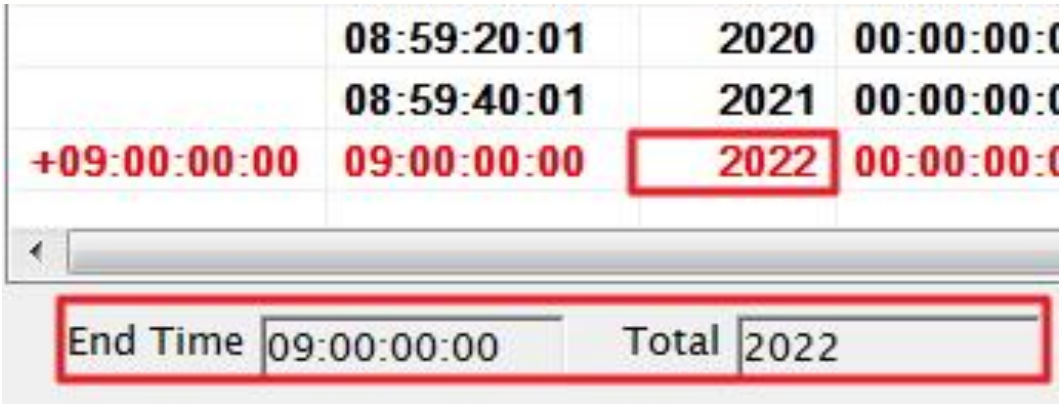


〔1〕. Notice to the End Time and the final ClipNo. The playlist will end at 9 o'clock next day, and we can't finish editing daily-playlist before 7 o'clock.

〔2〕. Click " " to load a daily-playlist.

〔3〕. Choose one daily-playlist file.

〔4〕. Open the file.



The End Time and Total Clip number has been changed after loading the daily-playlist.

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6.4 Appoint Broadcasting Time

6.4.1 Time Tolerance

There are 2 frames of tolerance when we represent 29.97P and 59.94i frame rate by“hour: minute: second: frame “which is called the “Drop frame time code”, because we generally count 30 frames as a second which is actually 29.97 frames.

Example:

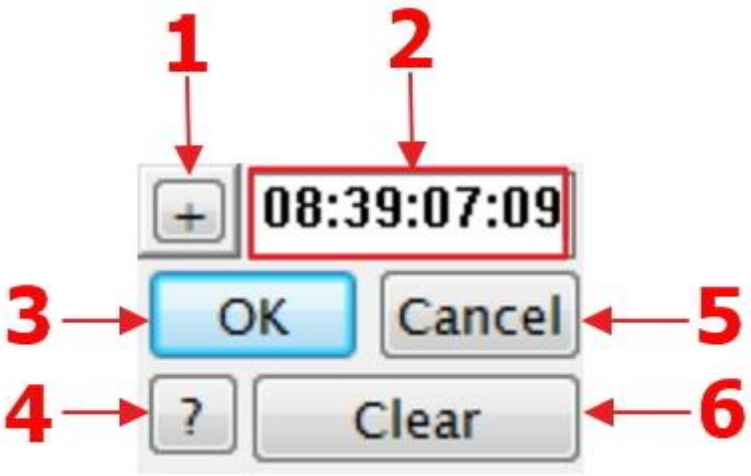
AppTime	AccTime	ClipID	InPoint	OutPoint	Duration	FileID
05:00:10:14	05:00:10:16	1	00:00:10:14	00:03:14:00	00:03:03:16	
	05:03:13:29	2	00:00:00:00	00:00:10:00	00:00:10:00	
	05:03:23:27	3	00:00:00:00	00:00:10:00	00:00:10:00	
	05:03:33:28	4	00:00:00:21	00:01:06:21	00:01:06:00	
	05:04:40:04	5	00:00:00:00	00:00:10:00	00:00:10:00	
	05:04:50:05	6	00:00:00:00	00:00:10:00	00:00:10:00	
05:05:00:02	05:04:59:28	7	00:00:00:00	00:03:14:00	00:03:14:00	
	05:08:13:24	8	00:00:00:00	00:00:10:00	00:00:10:00	
	05:08:23:26	9	00:00:00:00	00:00:10:00	00:00:10:00	

The appointed time is “05:05:00:02”, but the accumulated time shows “05:04:59:28”. There are 4 frames of tolerance, but the maximum difference between the appointed and accumulated time is 9 frames. These differences are too slight to be aware by the audience. That is to say, the time it shows might be different from the real time, but the inaccuracy does not exceed two frames.

6.4.2 Setup of the Appointed Time

〔1〕. Select the designated clip

〔2〕. Double click on “Appointed Time” column to adjust “hour: minute: second: frame” and click “OK” to confirm changes.



〔1〕. Click this button to appoint the time of the next day

〔2〕. Appointed Time can be either typed or adjusted by the arrow keys

- While setting time code, the colon symbol can be ignored. For example, if you want to set the time [12:30:00:00], you only need to type number [12300000], and the colon symbol will be automatically skipped by the cursor.
- Invalid time value will be automatically corrected [Hour: 0~23, Minute: 0~59, Second: 0~59].
- You can use the [←] and [→] arrow keys to select the digit you want to adjust, and use the [↑] and [↓] arrow keys to increase/decrease the value (the system will automatically carry the number)

〔3〕. Confirm the Appointed Time

〔4〕. On-line help button

〔5〕. Cancel setting and exit the dialog box

〔6〕. Clear the Appointed Time

Note: The appointed and accumulated time must be the same including the followings.

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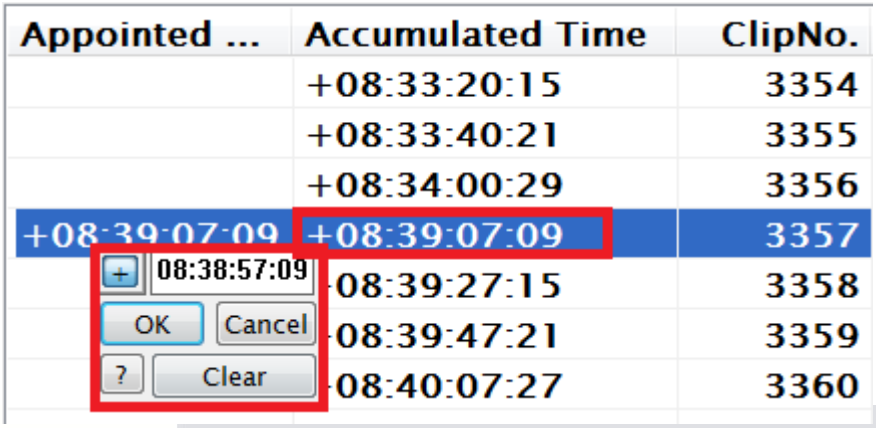


7. Live (Full Version Only)

7.1 Introduction of Live

Source of live signals is SDI signal, and operator could switch live source from video router or from switcher. That is to say, live input can use the SDI signal to input the image's signal, and the live screen locates on top-left of main screen.

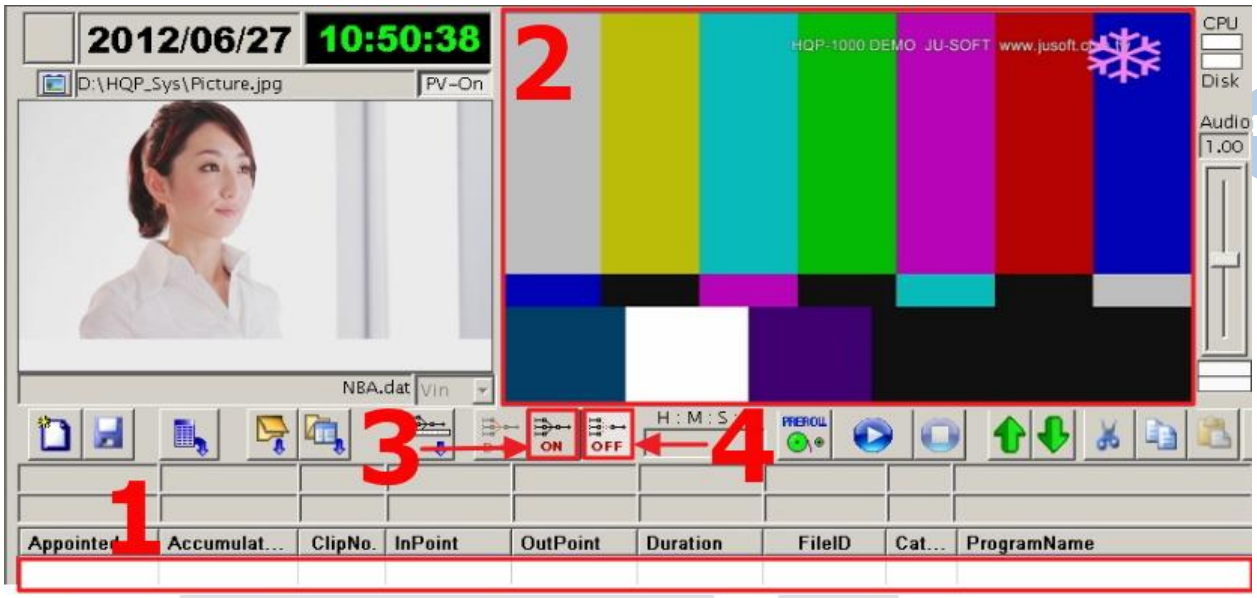
〔1〕. Live input preview window displays the still image before set up live input signal.

〔2〕. After following Decklink card setup steps in “Chapter 3”, live input signal will be displayed on the preview screen.

〔3〕. The black screen will be displayed when the SDI live input signal is cut out. We advise users that they should check source of the signal first before processing further inspection.

7.2 Manually switch to Live

7.2.1 Screen Display



〔1〕. There is no clip in the playlist.

〔2〕. The output monitor displays the still image from default path.

〔3〕. Click “ON”to output live program and it will display on output monitor

〔4〕. Click “OFF”to back the monitor to still image while live program broadcasting.

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7.2.2 D-On

“ ” (Live Delay On) allows users to switch on a live show after the current video clip has been played out while playing clips of the playlist.

1. The main window is playing the clip No. 2
2. Press the “D-On” bottom. The Live show (3.) will play out after the clip.2 has been played. It will look like below.
3. And when you click the “Live-Off” bottom, it will play the clip.3.

7.2.3 Example of manually Control of Live

At this time the clips are playing, you press the “Live-On” bottom

; the screen will show the Live immediately.

Ex1. Stock analysis program

Situation:
Hourly rental is a perfect solution for users to run medicine promotion, fortune-telling, TV home shopping and religious programs in an economical way, and the playlist of commercials can be modified flexibly while live or Ad programs broadcasting. This application is affordable, and each program can be built just by a host with HQP system.

Assuming a stock analyst wants to run a stock analysis program and has rented two hours from a TV channel. On the other hand, he makes advertising rental during the two hours. The program is processing through Live, and broadcasting Ads on breaks.

(1) Add Clip(s)

For example, add 5 designated Ad clips as the figure below.

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
00:00:00:00	00:00:00:00	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	00:00:20:00	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	00:00:39:29	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	00:00:59:29	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	00:01:20:01	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

(2) Click on “Live On”

to start live program.

(3) After clicking on “Live Off”

depends on local situation or appointed time, BPlayer will broadcast Ads following the playlist.

(4) After time breaks, we can back to live program by clicking on “Live On” or back to live program after current Ad by clicking on “Live D-On”.

The next Ad has priority to be broadcasted if we interrupt the current Ad.

(5) Function keys can move/ cut/ copy/ paste/ delete while live program broadcasting, but the playing clip and the next clip are unable to edit during “Live Off”.

(6) We can substitute the next clip to designated Ads during “Live On” by the following steps.

1) The playlist shows that CM-2 will be played when the next “Live Off” comes.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

2) Click on CM-5 If now we want to play CM-5 first during commercial time.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

3) After highlighted CM-5, click on the orange column which represent the next clip and it will switch to CM-5.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:39:35:18	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

4) It will broadcast CM-5 which we just select while “Live Off”.

10:39:58:29	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:58:29	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

Ex2. Local Ads Substitution

Situation:

Television service providers may have needs to substitute local Ads for Ads of the rental channel, because they can make great benefits from advertisers beside subscribed fee from clients. HQP-BPlayer allows user to switch the channel to the local Ad freely, and avoid accidently switching at inappropriate point.

A television service provider attempts to replace Ads of rental channel with local commercials. Furthermore, the channel program is live broadcasting, so the playlist should be flexibly edited.

(1) Add Clip(s)

For example, add 5 designated Ad clips as the figure below.

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
00:00:00:00	00:00:00:00	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	00:00:20:00	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	00:00:39:29	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	00:00:59:29	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	00:01:20:01	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

(2) Click on “Live On”

to start live program.

(3) After clicking on “Live Off”

to cut in local Ads and BPlayer will broadcast Ads following the playlist.

(4) After time breaks, we can back to the live channel by clicking “Live On” or back to the live channel after current Ad by clicking on “Live D-On”

. The next Ad has priority to be broadcasted if we interrupt the current Ads.

(5) Function keys can move/ cut/ copy/ paste/ delete while live channel broadcasting, but the playing clip and the next clip are unable to edit during “Live Off”.

(6) We can click substitute the next clip to designated Ads during “Live On” by the following steps.

1) The playlist shows that CM-2 will be played when the next “Live Off” comes.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

2) Click on CM-5 If now we want to play CM-5 first during commercial time.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

3) After highlighted CM-5, click on the orange column which represent the next clip and it will switch to CM-5.

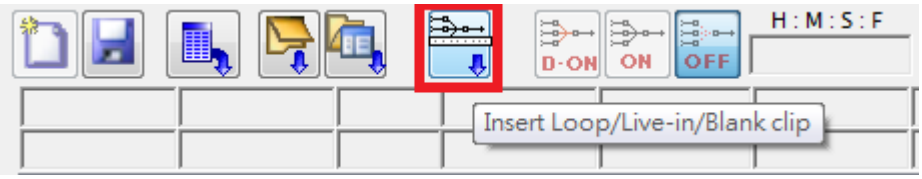
10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:39:35:18	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

4) It will broadcast CM-5 which we just select while “Live Off”.

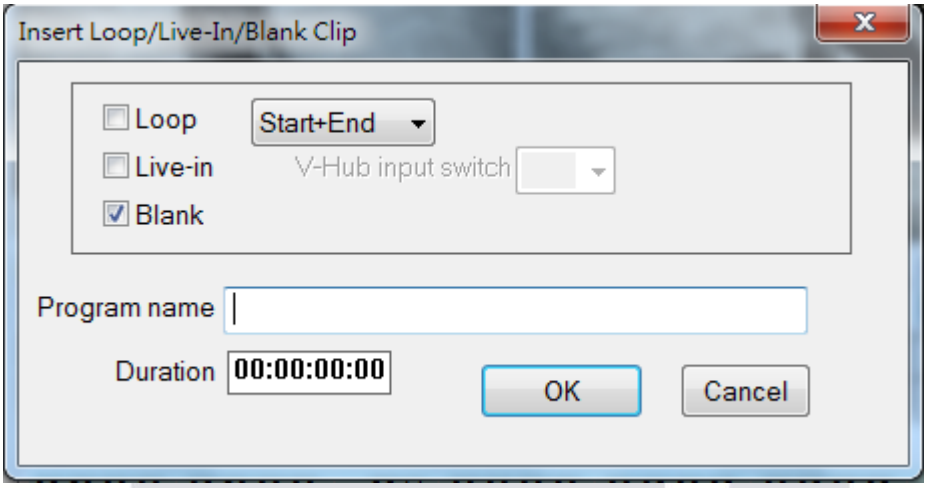
10:39:58:29	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:58:29	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

7.3 Automatically Switch to Live

(1) Use the Insert Loop bottom.



(2) Insert Loop/ Live-In/ Blank Clip



- Tick Loop, you can add the clips between the @LoopStart and @LoopEnd.
- Tick Live-In, it can send the signal from the live scene.
- Tick Blank, you can add a blank clip in to the playlist to temporarily fill up the Daily-Playlist and complete it once you have the program video file to replace.
- Also you can edit the Program name and the duration.

If you know in advance there has a specific time to play out the Live, you can do as the following. There are some different situations can be reference.

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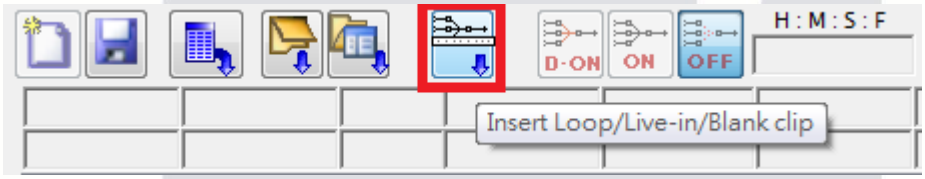
7.3.1 Example of Automatically Control of Live

Ex1. Circulation-Ads in live games

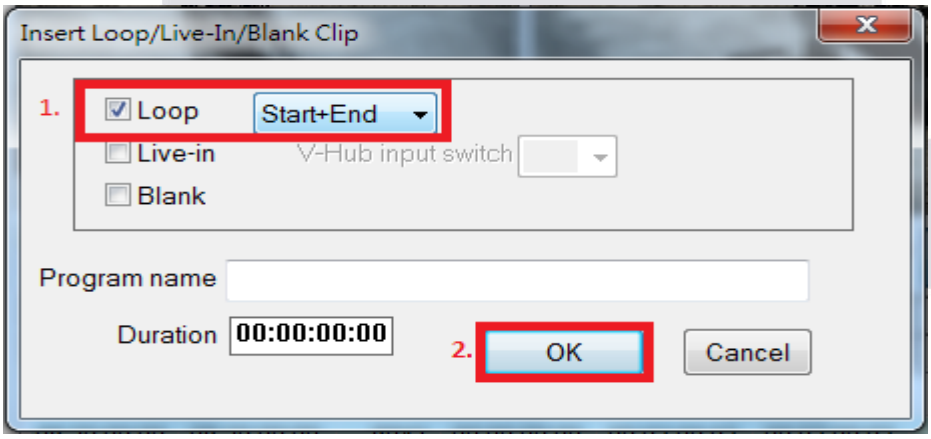
Situation:
For the need of broadcasting a live game and inserting circulation Ads, HQP-BPlayer allows users to edit daily-playlist with flexibility and count the play times of each Ad. The Ad which has been broadcasted enough times can be substituted by another one. Live programs probably end earlier or later, so the daily-playlist should be adjusted frequently due to uncertainty of sports games.

A TV station plans to broadcast a ball game, and the duration time is one hour from 9 am to 10 am. The following program is a less important replay of the sports news under consideration of overtime possibility. The TV station also has to broadcast several "loop-play" commercials and two "prior" Ads. In the other words, the commercial Ads are divided to loop-Ad and priority-Ad.

(1) Press the Insert Loop bottom.



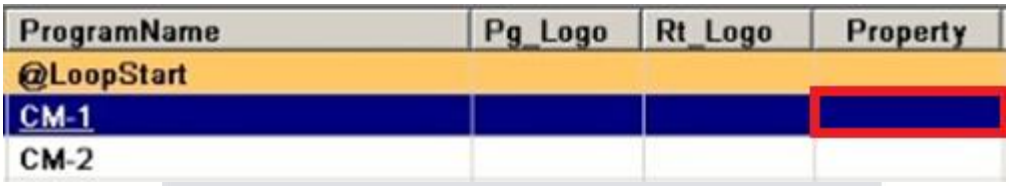
(2) Tick the Loop and click OK.



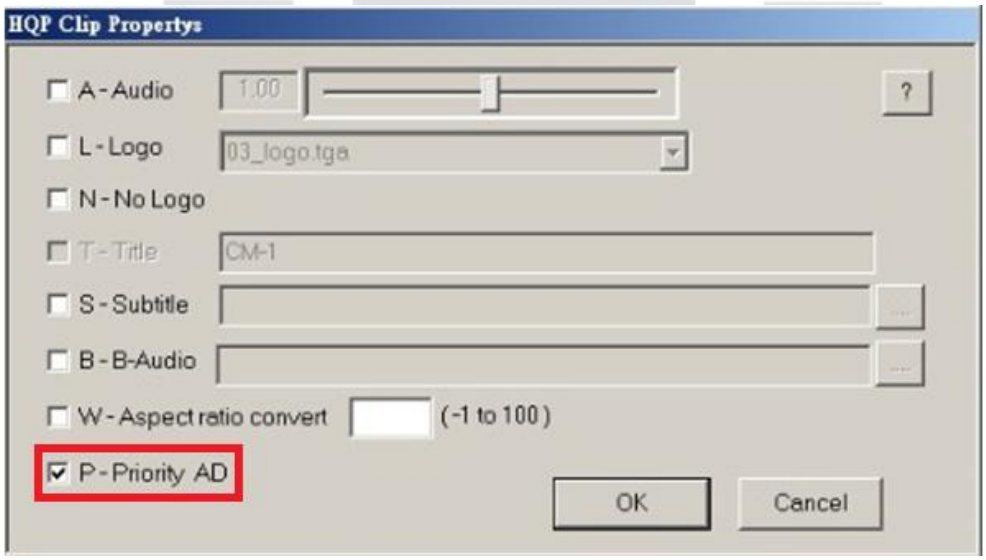
(3) After Highlighted @LoopEnd, click on Add Clip(s) < > to add the Ad clips we designate (total duration is two minutes).

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
	00:00:00:00	1	00:00:00:00	00:00:00:00	00:00:00:00			@LoopStart
	00:00:00:00	2	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	00:00:20:00	3	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	00:00:39:29	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	00:00:59:29	5	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	00:01:20:01	6	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
	00:01:40:00	7	00:00:00:00	00:00:20:00	00:00:20:00			CM-6
	00:02:00:02	8	00:00:00:00	00:00:00:00	00:00:00:00			@LoopEnd

(4) Highlight CM-1 and double click on “Property”.

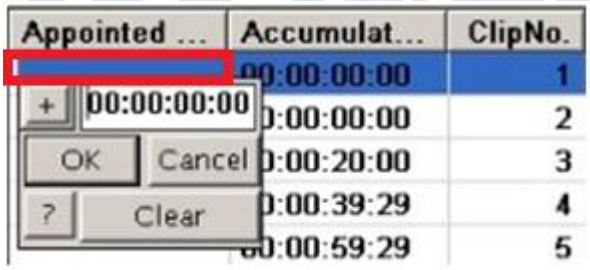


(5) Tick off P-Priority AD.



(6) Redo Step04 and Step05 on CM-2

(7) Highlight @LoopStart, and double click on “Appointed” column to open time editing windows. Appoint program starting time to 09:00:00:00.



(8) Highlight @LoopEnd, and double click on “OutPoint” column quickly to open time editing windows. Appoint program duration time to 00:58:00:00, so the duration time of Ads and programs will be one hour.

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
09:00:00:00	09:00:00:00	1	00:00:00:00	00:00:00:00	00:00:00:00			@LoopStart
	09:00:00:00	2	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	09:00:20:00	3	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	09:00:39:29	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	09:00:59:29	5	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	09:01:20:01	6	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
	09:01:40:00	7	00:00:00:00	00:00:20:00	00:00:20:00			CM-6
	09:02:00:02	8	00:00:00:00	00:00:00:00	00:00:00:00			@LoopEnd

00:58:00:02
OK Cancel
?

(9) Add a program for buffering since the end time of live program has uncertainty.

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
09:00:00:00	09:00:00:00	1	00:00:00:00	00:00:00:00	00:00:00:00			@LoopStart
	09:00:00:00	2	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	09:00:20:00	3	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	09:00:39:29	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	09:00:59:29	5	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	09:01:20:01	6	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
	09:01:40:00	7	00:00:00:00	00:00:20:00	00:00:20:00			CM-6
	09:02:00:02	8	00:00:00:00	00:58:00:02	00:58:00:02			@LoopEnd
	10:00:00:02	9	00:00:00:00	00:10:00:01	00:10:00:01			Buffering Program

(10) When it comes to the program time (09:00:00:00), HQP-BPlayer will play loop Ads automatically, because the duration of @LoopStart is zero.

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
09:00:00:00	09:00:00:00	1	00:00:00:00	00:00:00:00	00:00:00:00			@LoopStart

(11) During ball games, we can back to Live program by click “Live On”

or back to Live program after end current Ad by click on ”Live D-On”.

(12) After clicking on “Live Off”

button while game break, BPlayer will keep broadcasting Ads following the daily-playlist. For example, CM-2 will be played after clicking “Live Off” as the figure below:

	10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
	10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2

(13) The “P-Priority” Ad will be played first, and the next Ad has priority to be broadcasted if we back to live program during current Ads.

(14) Function keys can
move/ cut/ copy/ paste/ delete while live program broadcasting, but the playing clip and the next clip are unable to edit during “Live Off”.

(15) We can substitute the next clip to designated Ads during “Live On” by the following steps.

1) The playlist shows that CM-2 will be play when the next “Live Off” comes.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

2) Click on CM-5 If now we want to play CM-5 first during commercial time.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

3) After highlighted CM-5, click on the orange column which represent the next clip and it will switch to CM-5.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:39:35:18	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

4) It will broadcast CM-5 which we just select while “Live Off”.

10:39:58:29	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:58:29	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

(16) The played times will be count on Category column for users to compute the advertisement fees.

Category	ProgramName
	@LoopStart
2	CM-1
3	CM-2
3	CM-3

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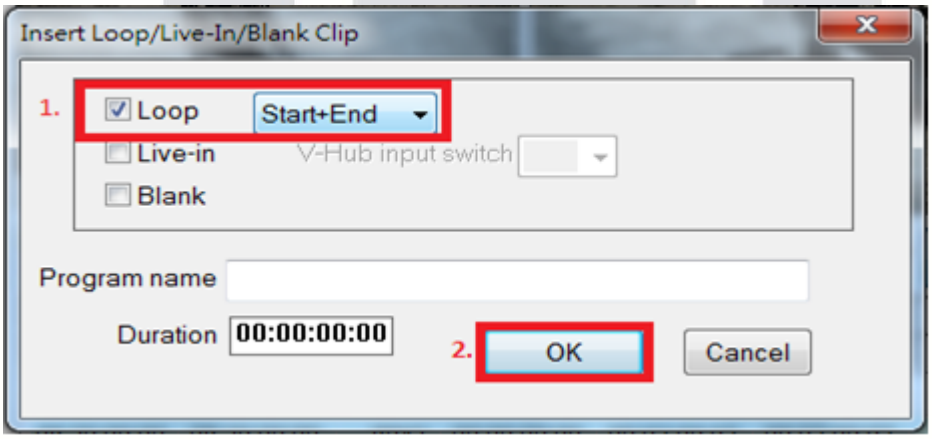
Ex2. Circulation-Ads in Satellite live programs

Situation:
While broadcasting satellite live channel, HQP-BPlayer can switch to loop-Ads of playlist manually. Once the satellite program starts again, users can broadcast the program by interrupting the Ads. However, BPlayer can switch to live channel or Ads automatically with Q-tone decoder if the satellite signal provides Q-tone signals.

A TV station plans to broadcast a satellite live channel, and the duration time is one hour from 9 am to 10 am. The TV station also has to broadcast several “loop-play” commercials and two “prior” Ads during commercials time of the satellite channel. In the other words, the commercial Ads are divided to loop-Ad and priority-Ad.

(1) Press the Insert Loop bottom. Tick off Loop and select Start+End, then click OK.



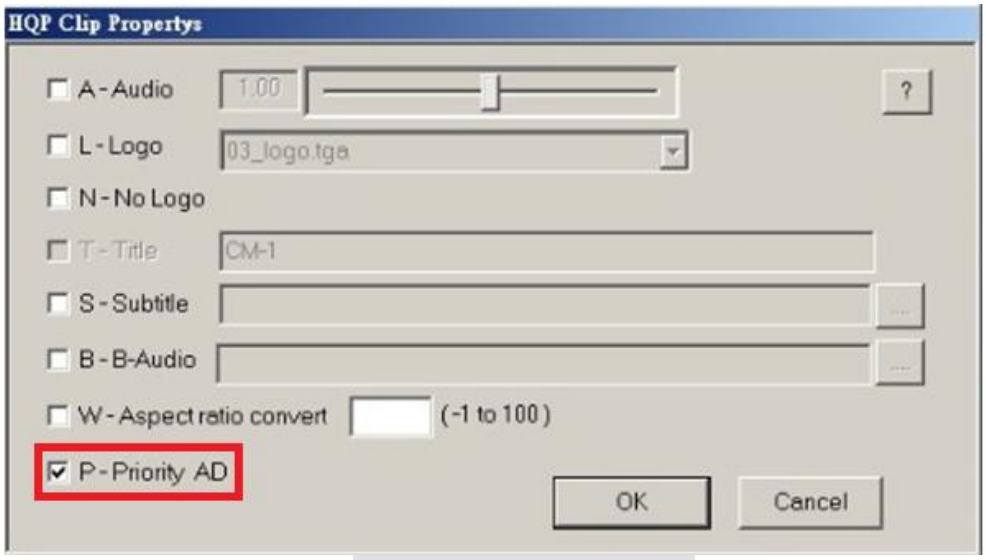
(2) After Highlight @LoopEnd, click on Add Clip(s), add the Ad clips we designate (total duration is two minutes).

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
	00:00:00:00	1	00:00:00:00	00:00:00:00	00:00:00:00			@LoopStart
	00:00:00:00	2	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	00:00:20:00	3	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	00:00:39:29	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	00:00:59:29	5	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	00:01:20:01	6	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
	00:01:40:00	7	00:00:00:00	00:00:20:00	00:00:20:00			CM-6
	00:02:00:02	8	00:00:00:00	00:00:00:00	00:00:00:00			@LoopEnd

(3) Highlight CM-1, and double click on Property quickly.

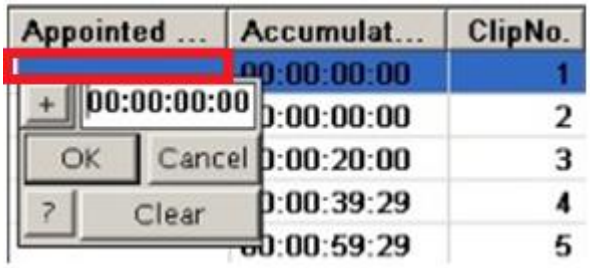
ProgramName	Pg_Logo	Rt_Logo	Property
@LoopStart			
CM-1			
CM-2			

(4) Tick off P-Priority AD.

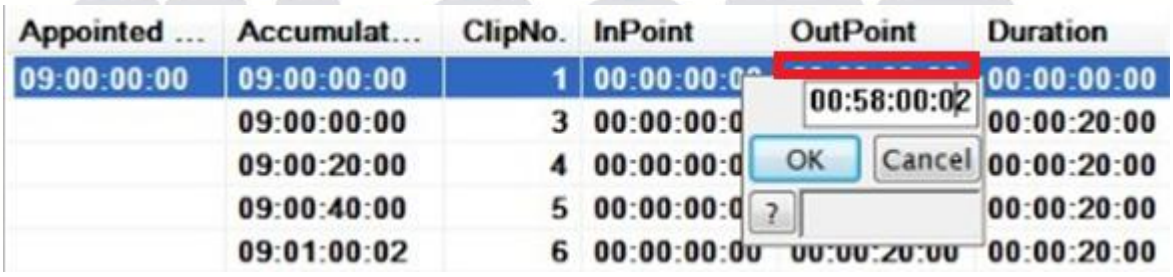


(5) Redo Step04 and Step05 on CM-2.

(6) Highlight @LoopStart, and double click on “Appointed” column quickly to open time editing windows. Appoint program starting time to 09:00:00:00.



(7) Highlight @LoopStart, and double click on OutPoint column quickly to open time editing windows. Appoint program duration time to 00:58:00:00, so the duration time of Ads and programs will be one hour.



(8) Highlight @LoopEnd, and double click on “Appointed” column quickly to open time editing windows. Appoint program ending time to 10:00:00:00.

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(9) Add a program for buffering since the end time of live program has uncertainty.

Appointed ...	Accumulat...	ClipN...	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
09:00:00:00	09:00:00:00	1	00:00:00:00	00:58:00:02	00:58:00:02			@LoopStart
	09:58:00:02	2	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
	09:58:20:02	3	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
	09:58:40:01	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
	09:59:00:03	5	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
	09:59:20:03	6	00:00:00:00	00:00:19:29	00:00:19:29			CM-5
	09:59:40:02	9	00:00:00:00	00:00:20:00	00:00:20:00			CM-6
10:00:00:00	10:00:00:02	7	00:00:00:00	00:58:00:02	00:58:00:02			@LoopEnd
	10:58:00:04	8	00:00:00:00	00:10:00:01	00:10:00:01			Buffering Program

(10) When it comes to the program time, HQP-BPlayer will play the live satellite channel automatically, because the duration of @LoopStart is not zero.

Appointed ...	Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
09:00:00:00	09:00:00:00	1	00:00:00:00	00:58:00:02	00:58:00:02			@LoopStart

(11) During ball games, we can back to live program by click on “Live On”

or back to live program after end current Ad by clicking “Live D-On”.

(12) After click on “Live Off”

depends on timeouts or time breaks, BPlayer will broadcast Ads following the daily-playlist.

(13) The P-Priority Ad will be played first, and the next Ad has priority to be broadcasted if we back to live during current Ads.

(14) Function keys can move/ cut/ copy/ paste/ delete while live program broadcasting, but the playing clip and the next clip are unable to edit during “Live Off”.

(15) We can substitute the next clip to designated Ads during “Live On” by the following steps.

1) The playlist shows that CM-2 will be play when the next “Live Off” comes.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2

Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

2) Click on CM-5 If now we want to play CM-5 first during commercial time.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:38:35:17	@2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2

Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

3) After highlighted CM-5, click on the orange column which represent the next clip and it will switch to CM-5.

10:38:28:10	@0	00:00:00:00	00:00:00:00	00:00:00:00			@LiveSW
10:39:35:18	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:35:18	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

4) It will broadcast CM-5 which we just select while “Live Off”.

10:39:58:29	@5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

Accumulat...	ClipNo.	InPoint	OutPoint	Duration	FileID	Cat...	ProgramName
10:38:15:17	1	00:00:00:00	00:00:20:00	00:00:20:00			CM-1
10:38:35:17	2	00:00:00:00	00:00:19:29	00:00:19:29			CM-2
10:38:55:16	3	00:00:00:00	00:00:20:00	00:00:20:00			CM-3
10:39:15:18	4	00:00:00:00	00:00:20:00	00:00:20:00			CM-4
10:39:58:29	5	00:00:00:00	00:00:19:29	00:00:19:29			CM-5

(16) The played times will be count on Category column for users to compute the advertisement fees.

Category	ProgramName
	@LoopStart
2	CM-1
3	CM-2
3	CM-3

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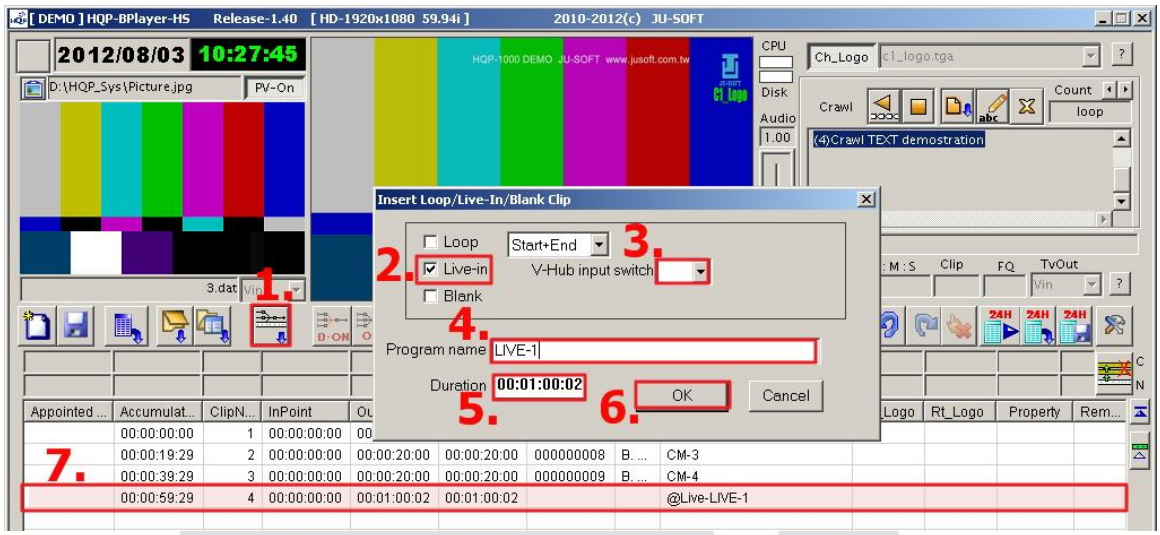
7.3.2 Example of Adding a Live-in Program

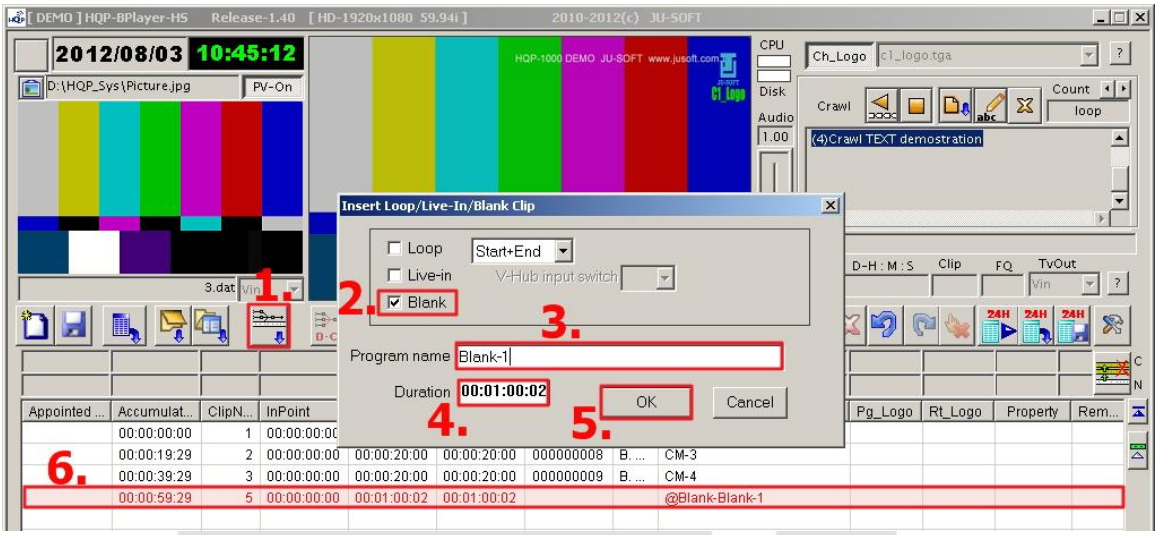
Live programs can be added into playlist and broadcasted at appointed time by adding a Live-in clip. Users are also allowed to add different live-in channels by switching V-Hub input.



〔1〕. Click on “Insert Loop/ Live-In/ Blank Clip” button.
〔2〕. Tick the “Live-in” box.
〔3〕. Click the drop down list of “V-Hub input switch” to select corresponded live input.
〔4〕. Enter name of the live-in program (LIVE-1, for example).
〔5〕. Adjust duration of the liv-in program (00:01:00:02, for example).
〔6〕. Click “OK” to confirm and add the live-in program.
〔7〕. The live-in program will be added into playlist.

7.3.3 Example of Adding a Blank Program

User can add a blank clip into the playlist to fill up a daily-playlist when the program hasn't been recorded yet or can't be upload in time. This function allows user to edit the daily-playlist first, and upload the program later.

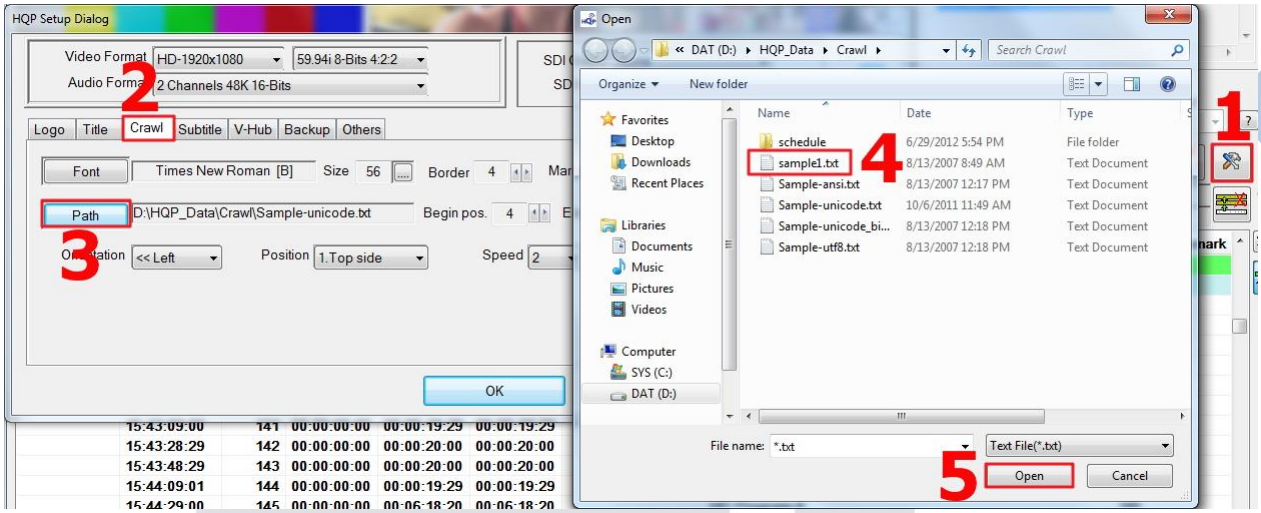


〔1〕. Click on "Insert Loop/ Live-In/ Blank Clip" button.
〔2〕. Tick the "Blank" box.
〔3〕. Enter name of the blank program (Blank-1, for example).
〔4〕. Adjust duration of the blank program (00:01:00:02, for example).
〔5〕. Click "OK" to confirm and add the blank program.
〔6〕. The blank program will be added into playlist.

8. Crawl (Full Version Only)

8.1 Crawl Setting

Follow the steps below:



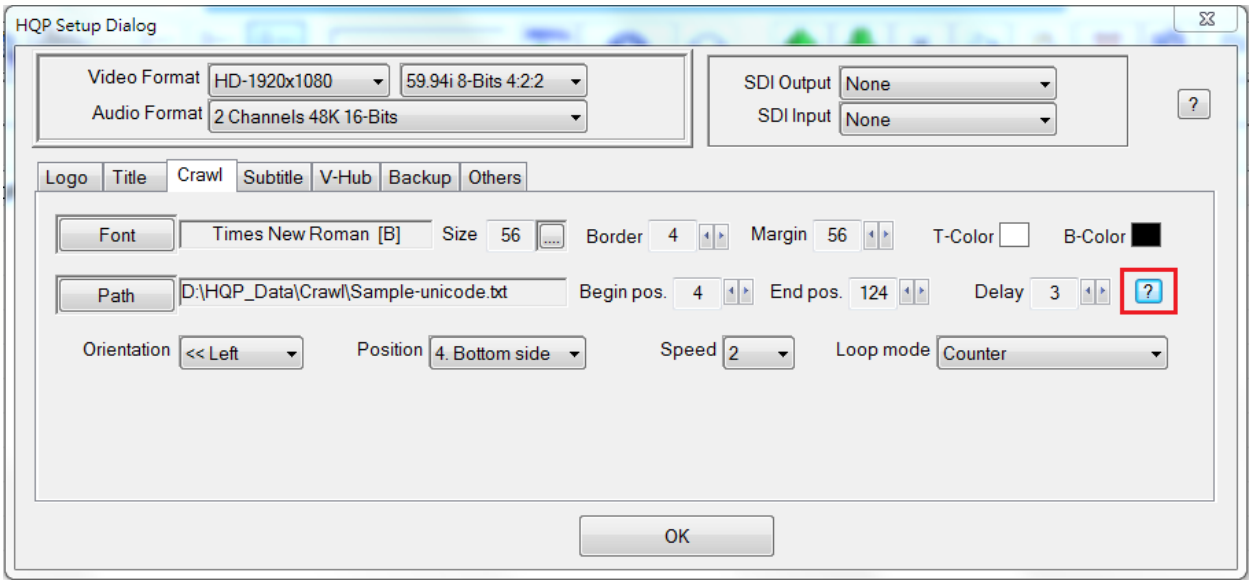
〔1〕. Click “ ” to open the “Setup Dialog”

〔2〕. Unfold “Crawl” tab

〔3〕. Click “Path” to open file explorer

〔4〕. Select designated crawl file (.txt)

〔5〕. Click “Open” to confirm



Note: User can set up the crawl’s font, size, color, speed, border, margin…etc., and click for more information.

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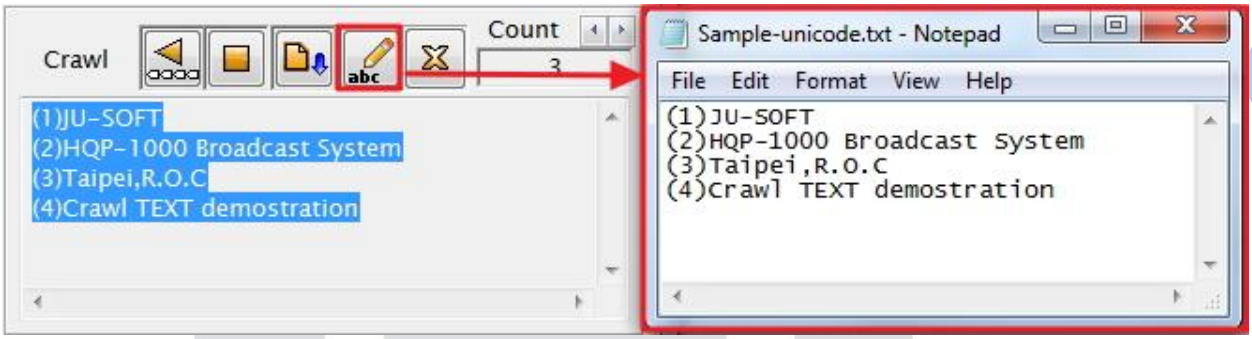
8.2 Crawl Editing

HQP-BPlayer allows users to edit crawls by editing straightly or loading a text file from the folders.

1. Editing straightly as below



● Click “Open Notepad to edit Crawl” and then edit the words of the text file.

2. Loading a text file

〔1〕. Click “Load” to open file explorer
〔2〕. Select designated crawl file (.txt)
〔3〕. Click “Open” to confirm

8.3 Loop the Crawl

Press the left bottom when it shows “loop”.

〔1〕. Click “ ” until the count number become “loop”

〔2〕. The crawl will be played infinitely by HQP-BPlayer.

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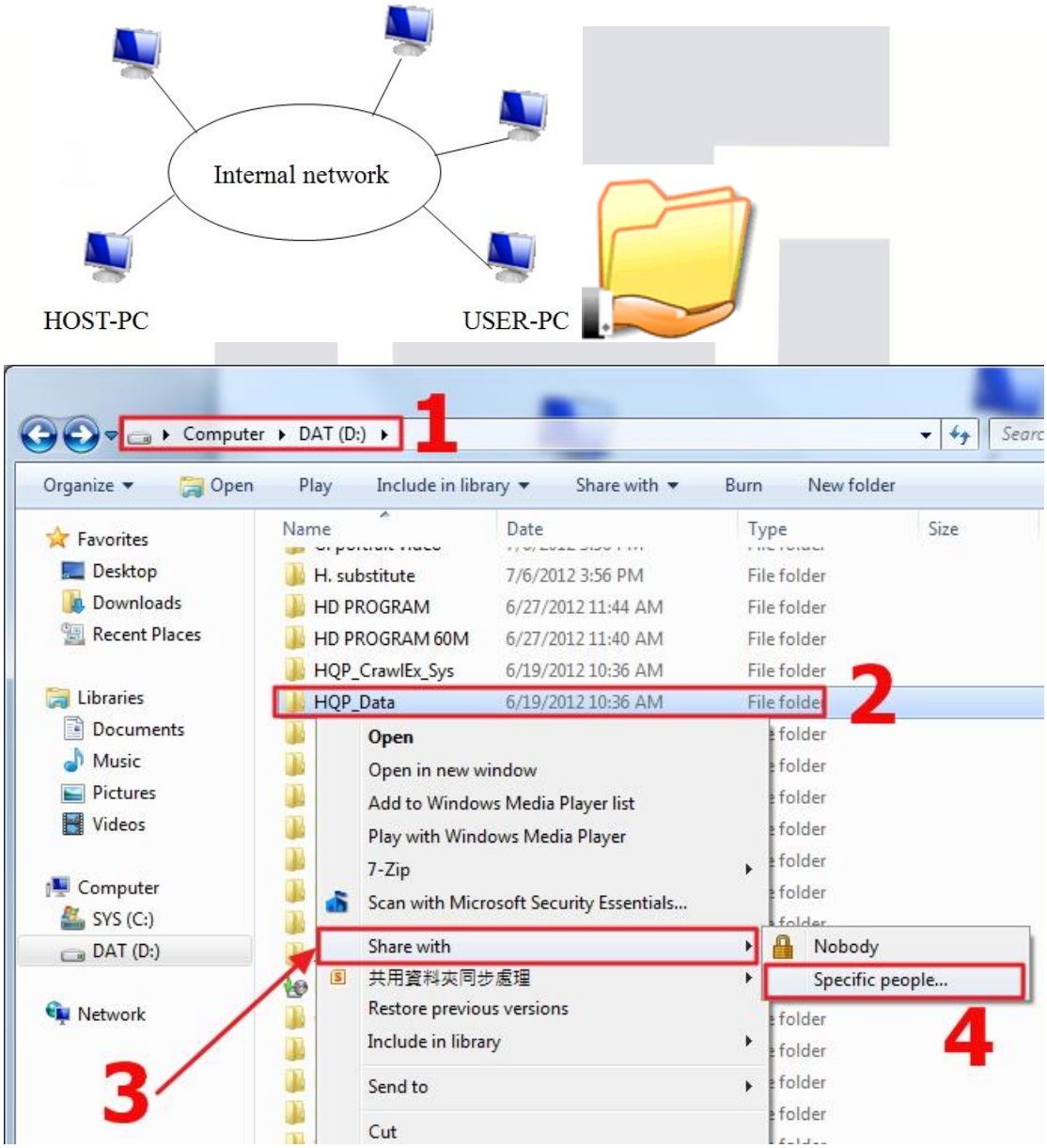
8.4 Remote Control

HQP-BPlayer's "Remote Control" can help users to edit and upload crawl files on their local computer at the office or control room, and save a lot of time on entering sever room frequently.

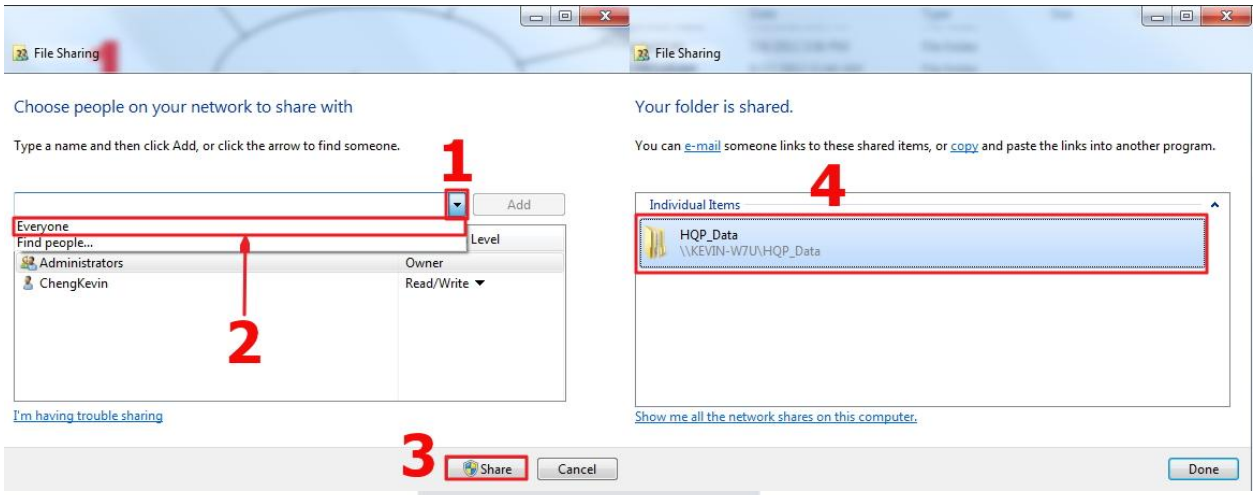


〔1〕. Open "DAT (D :)" disk

〔2〕. Right click on "HQP_Data" to call options

〔3〕. Move the cursor to "Share with"

〔4〕. Click on "Specific people" to open the file sharing window



〔1〕. Click “ ” to open drop down list

〔2〕. Select “Everyone” to share the folder to every computer in network

〔3〕. Click “Share” to confirm

〔4〕. A window will pop up to notice the folder is shared at the path

〔5〕. Now, users can upload crawl files to the “Crawl” folder remotely.

Note: The playout system is not recommended to connect with Internet, because connection of Internet will increase the probability of attack by virus or malicious codes. Under perfect condition, the playout systems should be only connected with working PC, and that’s why we can share folders to “Everyone” with safety.

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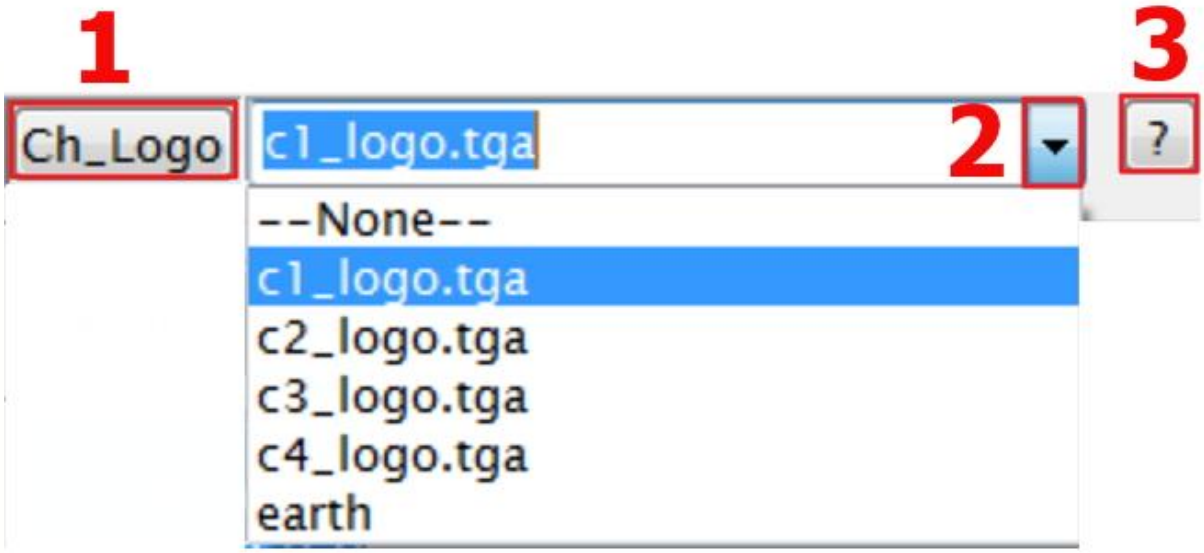
9. Logo (Channel, Program, Rating)

9.1 Channel Logo Operation Area

The following picture shows the channel logo operation area.



〔1〕. Users can show or hide the channel logo by clicking “Ch_Logo”.

〔2〕. Click on drop-down list to select a Targa file for channel logo. Targa files are saved at “D:\HQP_Data\Targa\Ch_Logo”.

〔3〕. Click on on-line help button for more details.

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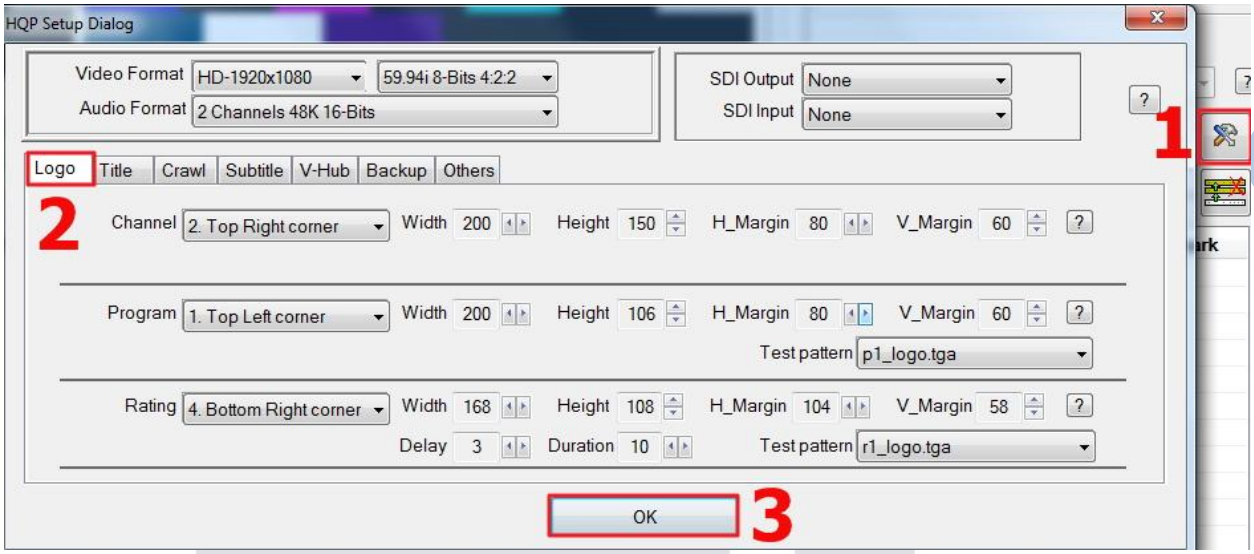
9.2 Logo Setting

The following settings should be edited previously while it is not on-air.
Notice (!): HQP-BPlayer Lite Edition only allows users to edit Channel Logo.



〔1〕. Click on “ ” to open the “Setup Dialog”.

〔2〕. Unfold the “Logo” tab, so users can adjust width, height or margin of Channel, Program and Rating logos.

〔3〕. Click on “OK” button to confirm and save changes.

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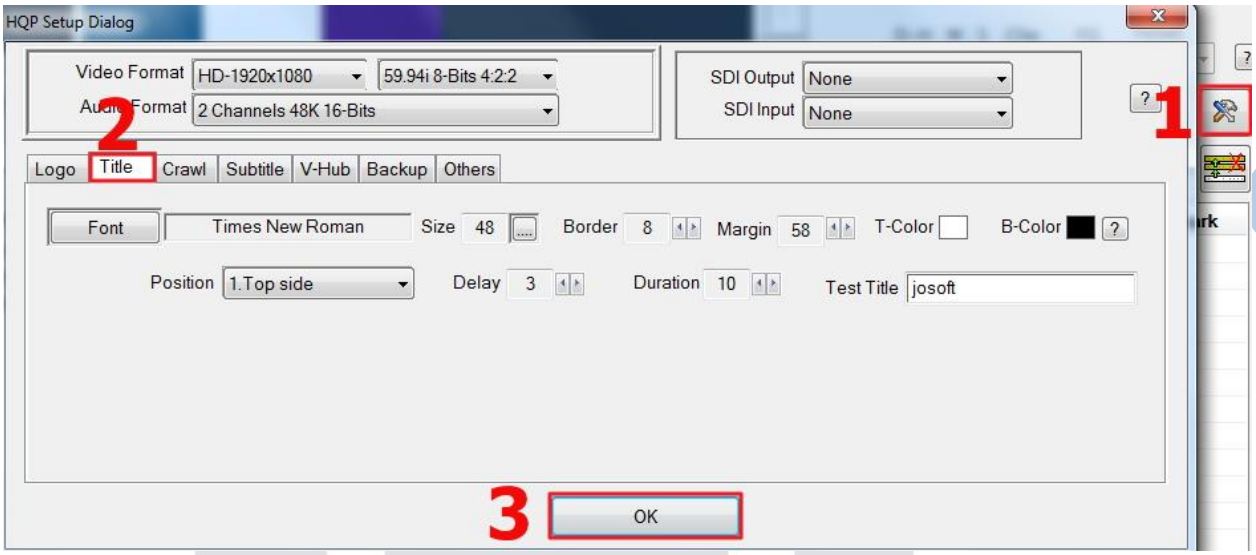
10. Title of Program (Full Version Only)

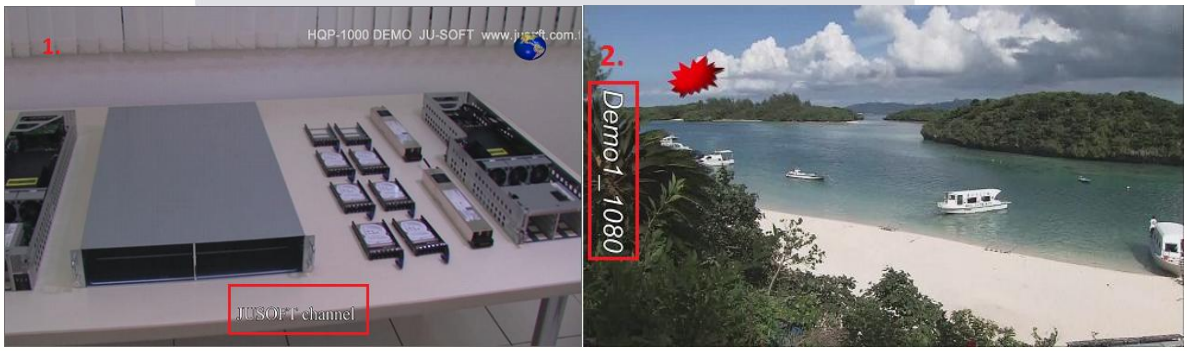
10.1 Title Basic Setting



〔1〕. Click on “ ” to open the “Setup Dialog”.

〔2〕. Unfold the “Title” tab, so users can adjust font, size, color, speed, border, and margin, of Title.

〔3〕. Click on “OK” button to confirm and save changes.



Example: Two different positions of clip titles.

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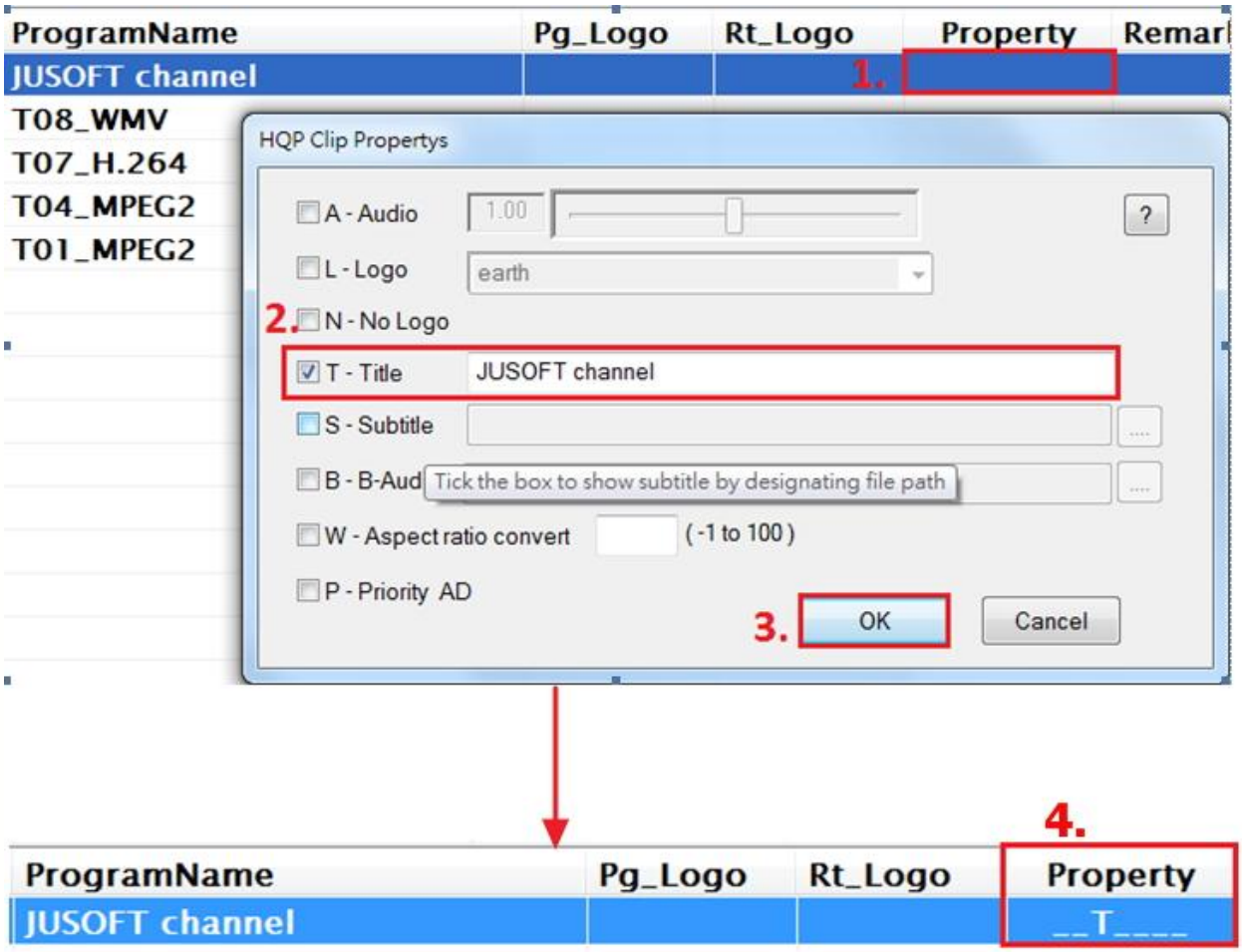
10.2 Display the Title



〔1〕. Select the clip which you want to show the title while playing, and double click on its "Property" column.

〔2〕. Tick off "T-Title".

〔3〕. Click on "OK" button to confirm and save changes.

〔4〕. The change will show on the "Property" column of the clip we just select.

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10.3 Title Editing

There are two ways to edit titles.

〔1〕. Double click on “Property” of the clip, tick off “T-Title”, and then edit the words.

〔2〕. Double click on “Program Name” to edit the title straightly.

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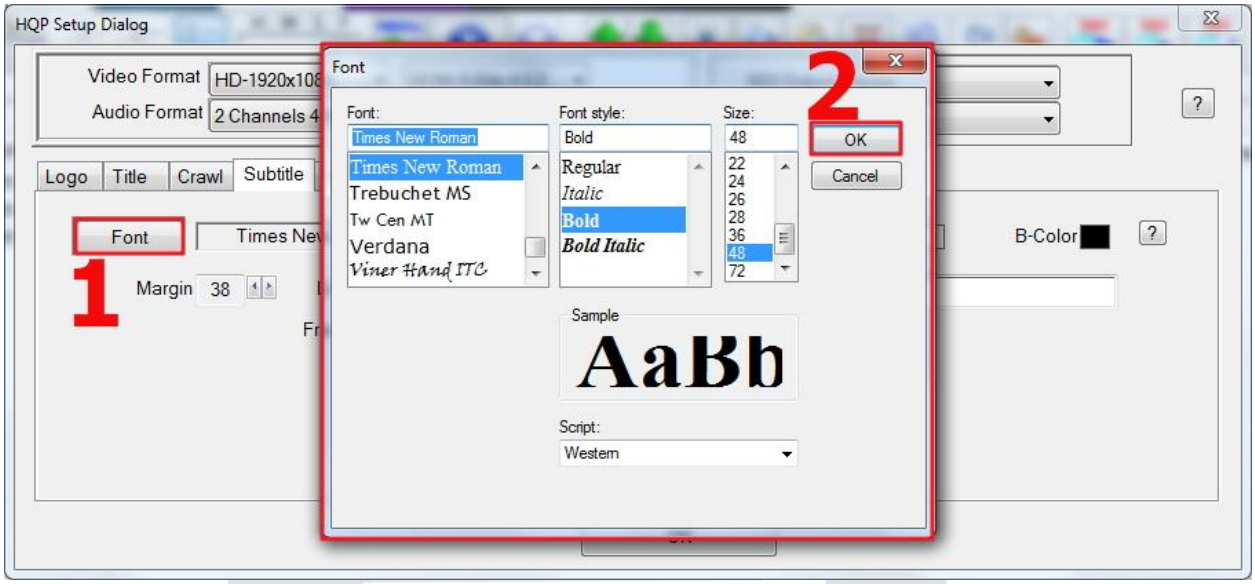
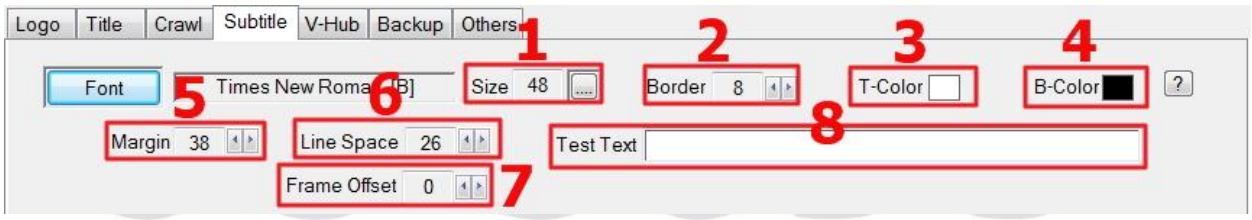
11. Subtitle Setup (Full Version Only)

HQP-BPlayer allows user to adjust size, border, color, and spacing of fonts as the figure below:



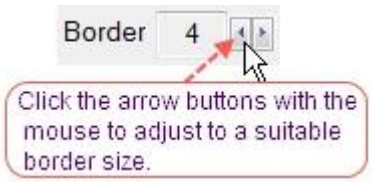
〔1〕. Press "Font" to open the "Font Dialog"

〔2〕. Select the designated font, font style, script and size



〔1〕. Click on "Others" tab

〔2〕. Border: Set the size of the border around the subtitles. Click arrow keys with mouse cursor to adjust the border to suitable size.



〔3〕. Font color

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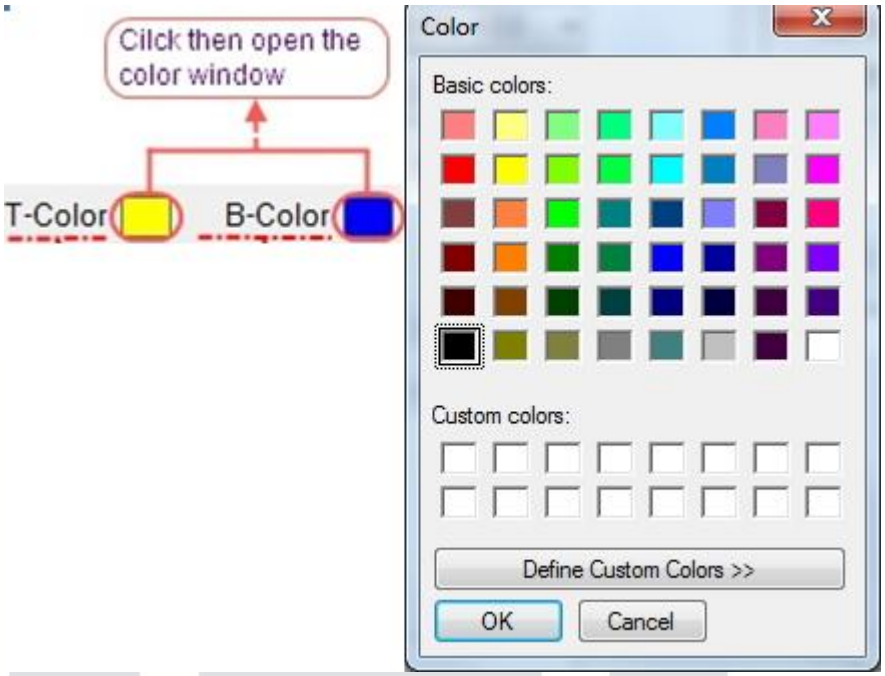
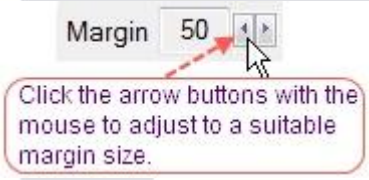
〔4〕. Border color



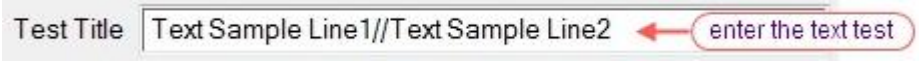
〔5〕. Margin: Set the margin distance of subtitles. Click arrow keys with cursor to adjust the margin to a suitable distance.



〔6〕. Line Space: Set the line space of the subtitles.

〔7〕. Frame Offset: If the time code of a clip doesn't perfectly match with subtitles, users can adjust Frame Offset to fine-tune.

〔8〕. Text Test: Users can enter text in this field to test whether all setting are suitable. After entering text, the monitor screen will show the result. If you would like to see more than one line of text, entering double slashes "//" will perform a line break.



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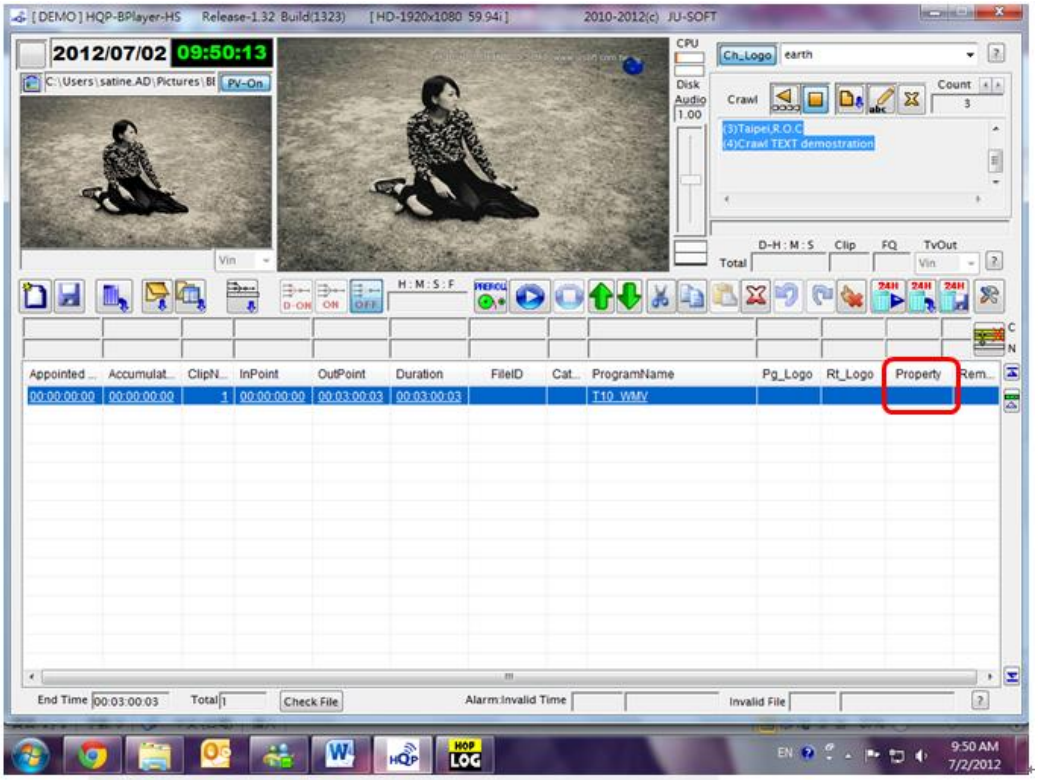
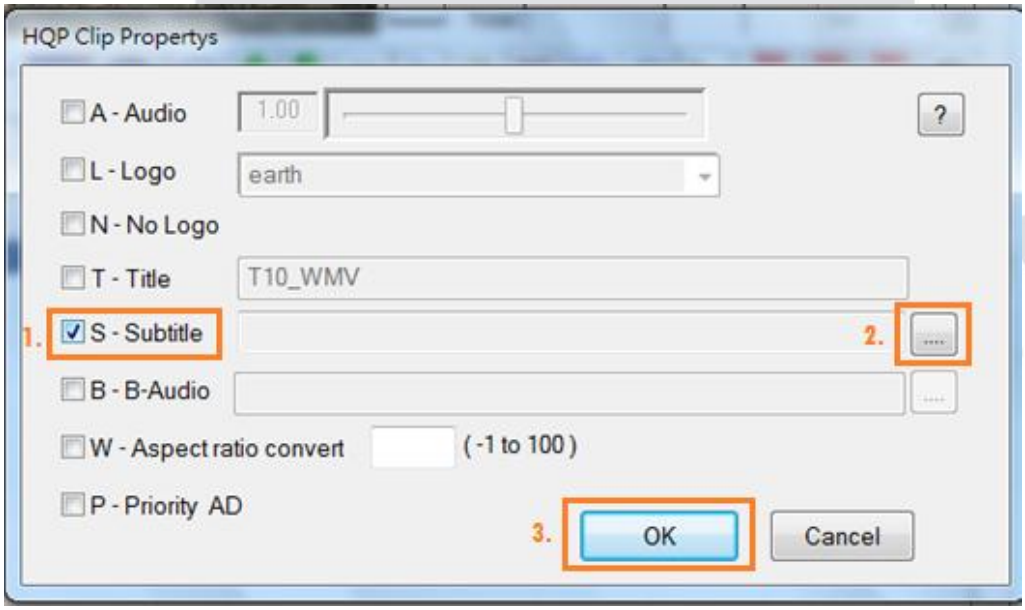
11.1 Quick Add Subtitle into A Clip of The BPlayer.



1. Select a clip, and double click on "**Property"** to open **HQP Clip Properties**.



〔1〕. Tick of "S-Subtitle"

〔2〕. Press "…." to select a subtitle file (.txt)

〔3〕. Click "OK" to confirm and save changes

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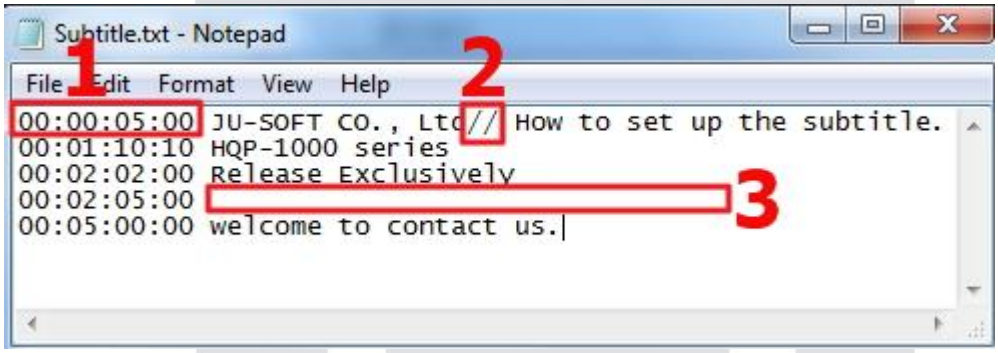
11.2 Making a Subtitle File.

Open Notepad 【 】 and enter contents which are following the format below:

Hour：minute：second：frame subtitle content

For example:



〔1〕. Time code: hour: minute: second: frame

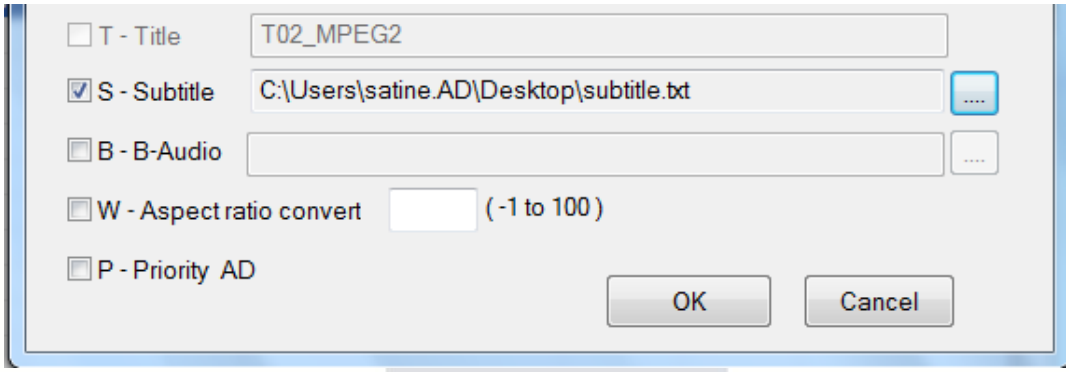
〔2〕. Enter double slashes "//" to divide subtitle into two lines

〔3〕. This blank space means the sentence "Release Exclusively" shows up at 00:02:02:00 and passes off at 00:02:05:00. The sentence will not pass off unless users appoint the end time.

When the clip palyed for 5 seconds, "JU-SOFT CO., Ltd" and "How to set up the subtitle"

will be shown on the monitor screen. These two sentences will disappear at 00:01:10:10, and the next sentence will be displayed at the same time.

Save the file and add it to the S-Subtitle like below.



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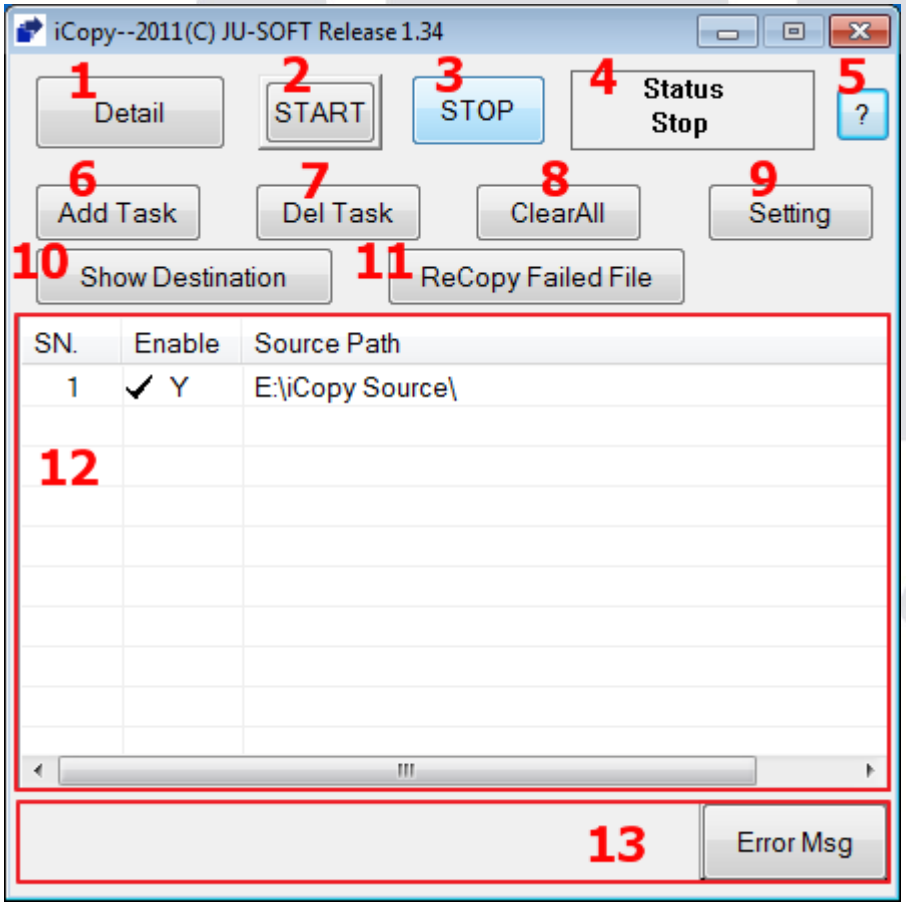
12. iCopy (LE Only)

iCopy is an intelligent Terminate and Stay Resident(TSR) file moving program which can determine working priority and auto-skip the processing files by other computers. It is also a traffic control tool and comes with integral log files which provide users information to re-copy files and auto-delete the older files when the hard disk capacity reach the minimum limitation.
Notice (!): Users should always move video files by iCopy while HQP-BPlayer playing, because windows explorer will use all hard disk duty to move files(it can affect BPlayer).

12.1 Main Window

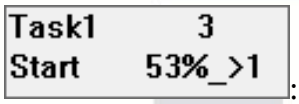


〔1〕. Click "Detail<<" or "Detail>>" to hide or show main window.

〔2〕. After clicking the button, it will become "START" and iCopy will start moving files.

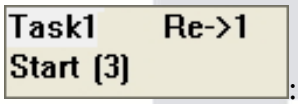
〔3〕. After clicking this button, a window will pop up. Click “OK” to stop moving files, and Click “Cancel” to keep moving files

〔4〕. Status displaying area



: iCopy is moving files.

: iCopy is stopped from moving files.



: iCopy is re-coping files.

: iCopy is idling.

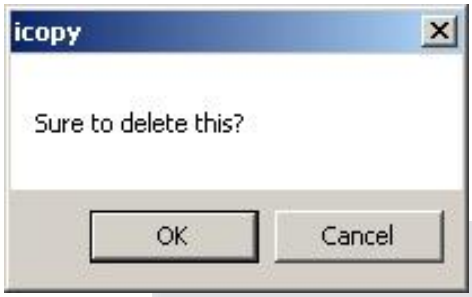
〔5〕. “On-line help” button, click for more information.

〔6〕. Click to add new task for iCopy, and the SetPath dialog will pop up.

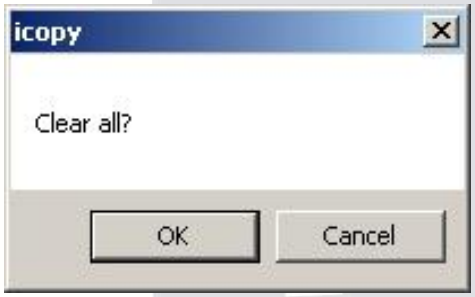
Click to select a folder or disk as file Source.

Click to select a folder or disk as file Destination.

〔7〕. After selecting a task, click this button to delete it, and a confirmative dialog will pop up.

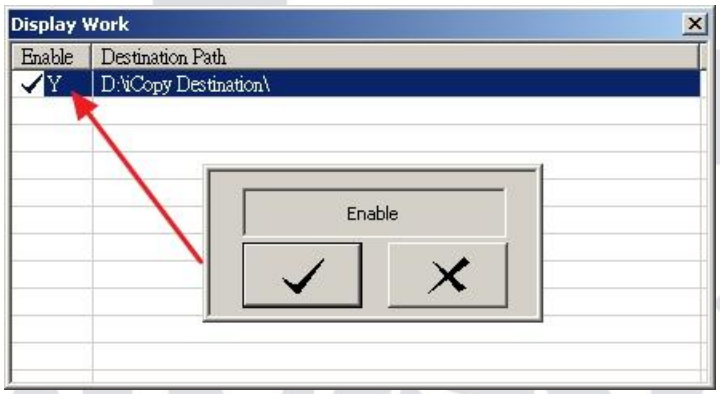


〔8〕. Click to clear all tasks. A dialog will pop up for users to confirm.



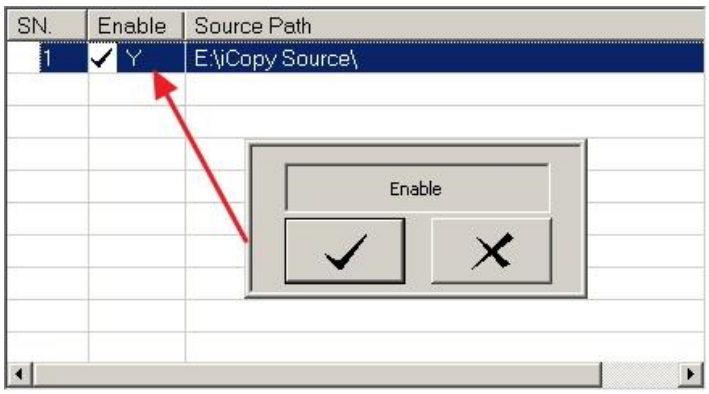
〔9〕. Click to open setting window.

〔10〕. Click to open “Display Work” window, and double click on designate work to enable or not.

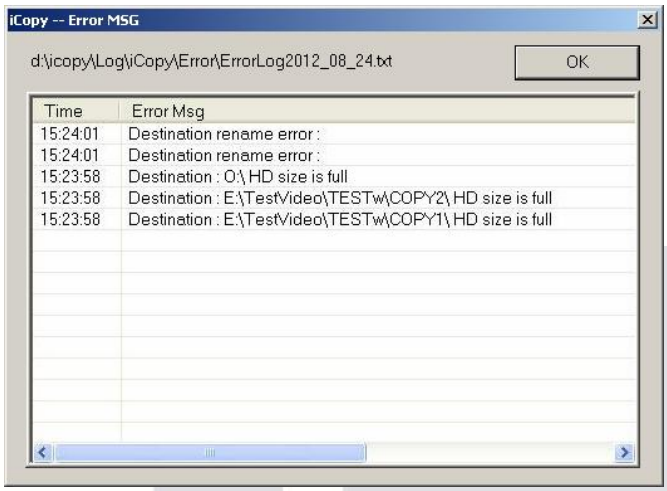


〔11〕. Click to open “Fail File Log” to ReCopy designate files.

〔12〕. Task displaying area. Users can double click on designate task to enable or not



〔13〕. Click to open “Error MSG” where can let users to monitor errors.


iCopy -- Error MSG
d:\icopy\Log\iCopy\Error\ErrorLog2012_08_24.txt
OK
Time
Error Msg
15:24:01 Destination rename error :
15:24:01 Destination rename error :
15:23:58 Destination : O:\ HD size is full
15:23:58 Destination : E:\TestVideo\TESTw\COPY2\ HD size is full
15:23:58 Destination : E:\TestVideo\TESTw\COPY1\ HD size is full

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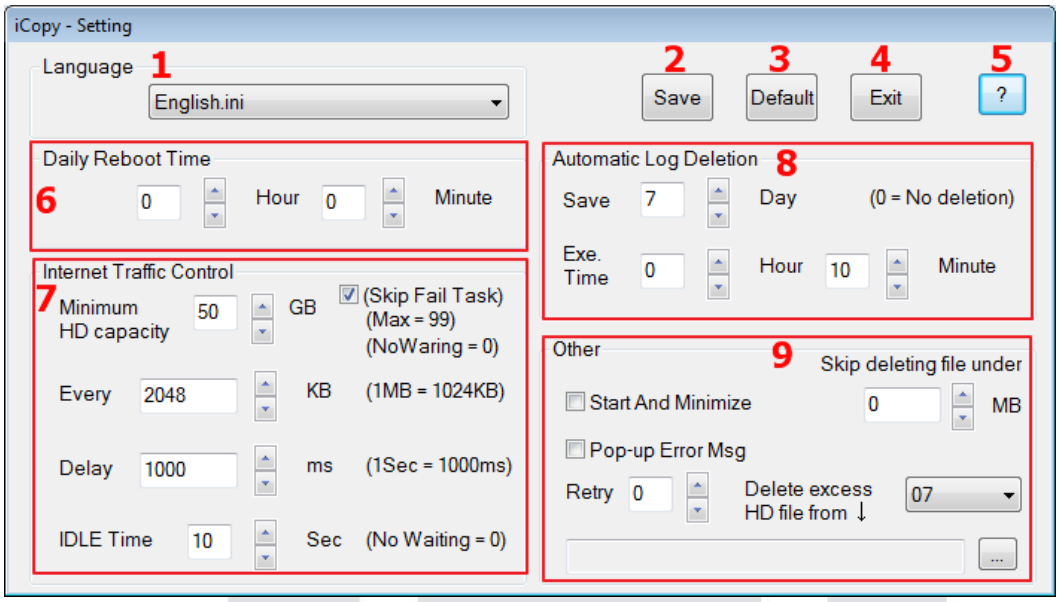
12.2 Setup Window



〔1〕. Select languages from the drop-down list.

〔2〕. Click to save changes and auto-restart.

〔3〕. Click to restore to the default setting.

〔4〕. Click to close the setting dialog without saving changes.

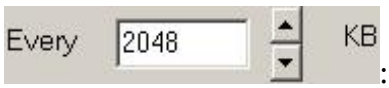
〔5〕. Click the on-line help button for more information.

〔6〕. Users can set a specific time (24-hour clock) to reboot iCopy.

〔7〕. Internet Traffic Control area:

: Tick to keep moving files of tasks when one task stops.

: It will pop up a warning when system HD capacity reaches the minimum. The value can be changed from 99~0(0 means no warning) GB.



: User can set how many KB of file will be moved per time.

: User can set how long will iCopy delay between each time.

: User can set how long will iCopy idle between each

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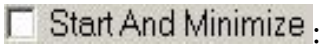
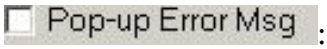
time.

〔8〕. Automatic Log Deletion: User can select when to delete log files by typing the deletion time. We recommend users to set a different time to auto-reboot time.

〔9〕. Others:



: Tick to auto-press start and minimize once program was executing.



: If users tick this box, program will pop up an error message when errors occur.

: iCopy can skip deleting file under designated size while program are deleting files.

: If there is a Retry number, program will retry every 10 seconds.

: Users can set a path for iCopy to delete video files when hard drive capacity of destination reach minimum limitation. The program will delete files before the “file reserved time” which can be changed from 7 to 30 days.

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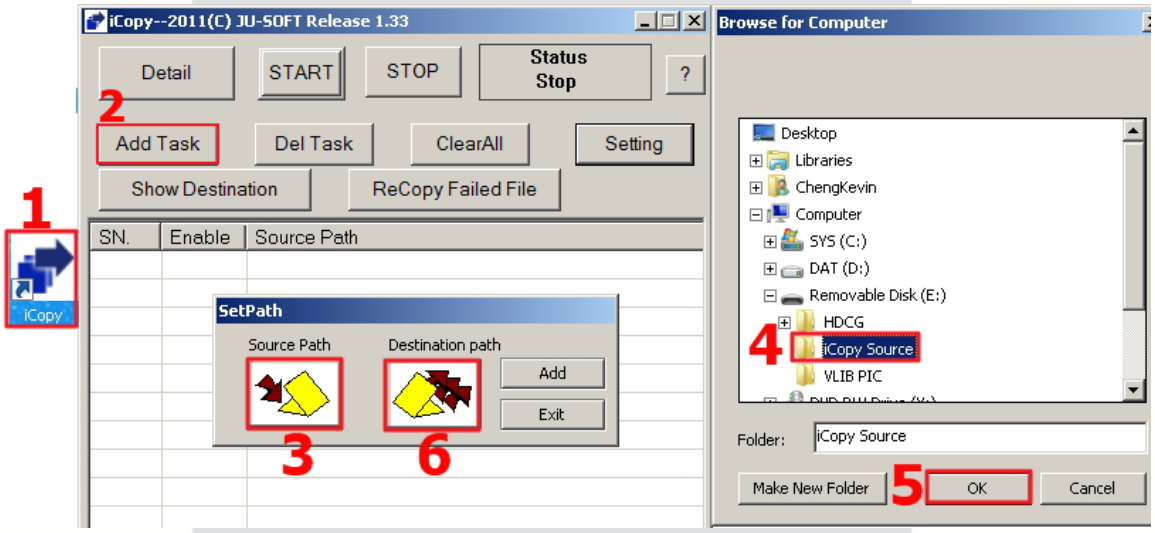
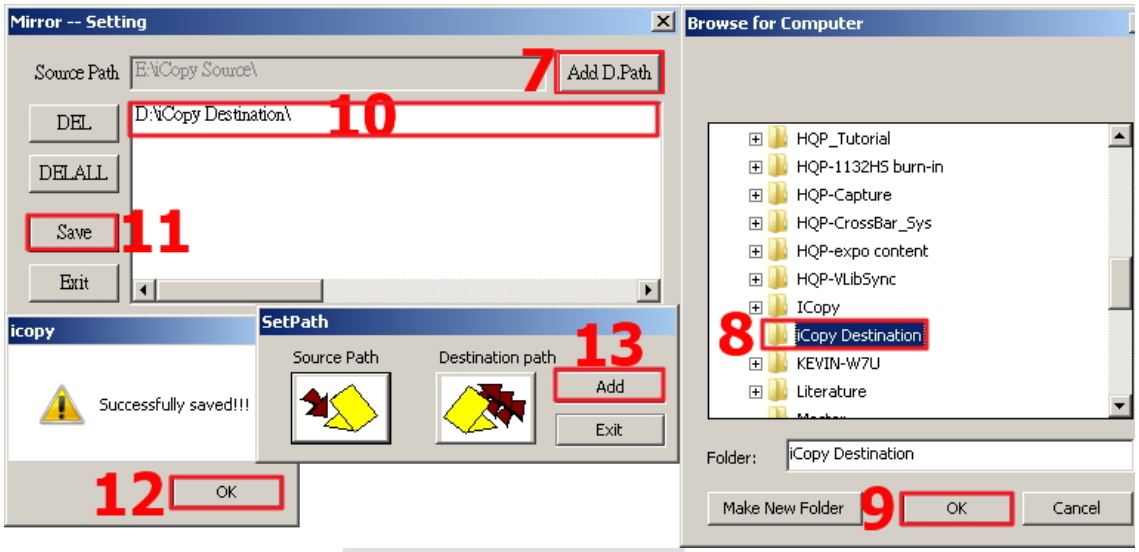
12.3 How to move media files by iCopy?

To quickly and clearly understand how to use iCopy to move media files from source to destination, please refer the following application note.

Assume that we want to move the files from a removable disk (E :) to the disk of local computer (D :) and control the disk transmission rate for avoiding hard disk traffics.



〔1〕. Click the iCopy icon on desktop to open the program.
〔2〕. Click “Add Work” to set a new task.
〔3〕. Click “Source Path” to open the folder explorer.
〔4〕. Select our source folder (“E:\iCopy Source\”, for instance).
〔5〕. Click “OK” to add a source path.
〔6〕. Click “Destination Path” to open “Mirror setting” dialog.



〔7〕. Click to add path from the folder explorer.

〔8〕. Select our destination path (“D:\iCopy Destination\”, for instance).

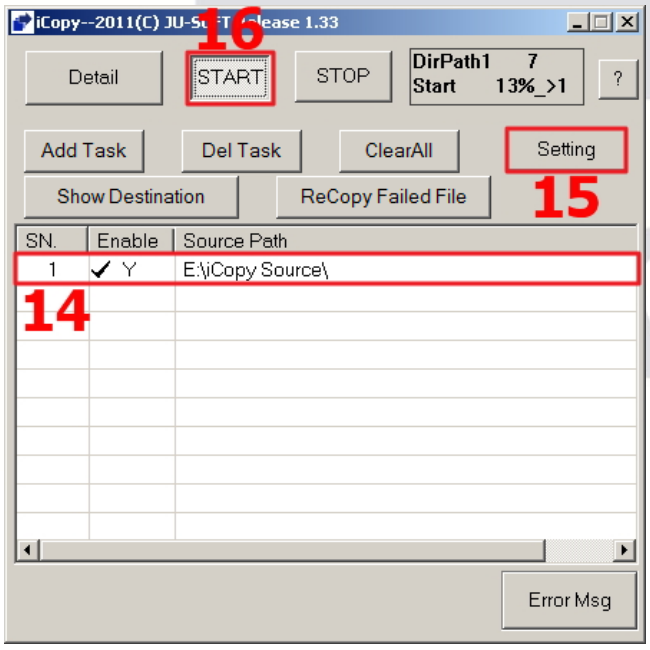
〔9〕. Click “OK” to add a destination path.

〔10〕. The destination path we just added will be displayed. There could be more than one path to save the same source (Mirror), and users can add more paths by redoing step 〔7〕through 〔9〕.

〔11〕. Click “Save” to save changes.

〔12〕. Click “OK” to confirm.

〔13〕. Click “Add” to add the task.



〔14〕. The new task we just set will be display in the task displaying area.

〔15〕. The default settings of iCopy are fine-tuned by our engineers for safest files moving purpose, users can also adjust according to their own hardware.

〔16〕. Click “Start” to start moving files.

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